

Blackhawk and Wolverine Boy Scout Summer Camp  
2016 Leaders Guidebook



BOY SCOUTS OF AMERICA®  
PATHWAY TO ADVENTURE COUNCIL



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# Contact Information

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## Pathway to Adventure Council

The Pathway to Adventure Council Outdoor Adventure Department is located at the Arlington Heights Office, and can handle any questions concerning reservations and payments.

Pathway to Adventure Outdoor Adventure Department  
617 E Golf Rd  
Arlington Heights, IL, 60005

Or, you may contact the Outdoor Adventures Help Desk, by phone or e-mail at:

[PTAC.Camping@Scouting.org](mailto:PTAC.Camping@Scouting.org)  
630-496-4260

Visit the Pathway to Adventure Council Outdoor Adventures online at:  
[www.pathwaytoadventure.org/camping](http://www.pathwaytoadventure.org/camping)

## Owasippe

All Scouts like to receive mail while at Owasippe! Please inform your Scouts and their parents of your Troop's summer address:

Your Scout's Name, Troop Number  
Name of Section Camp (e.g., Blackhawk, Wolverine, and Reneker)  
Site Number  
Owasippe Scout Reservation  
9900 Russell Road  
Twin Lake, MI 49457

When mailing packages and letters, please allow enough time for delivery to camp. We cannot guarantee the return of letters or packages that arrive after the scout or leader has left camp.

In the event of an emergency during the camping season, you may call or fax information to the following numbers. Please be prepared to give the Name, Troop Number, and Section Camp of the person you are trying to contact.

Owasippe Phone        231-894-4061  
Owasippe Fax line     231-893-6531

**\*\*Remember, Owasippe time is one hour LATER than Chicago time.**

# Letter from the Reservation Director

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Dear Camp Leader,

This summer will feature a number of improvements at Owasippe Scout Reservation. Webelos Camp returns to Camp Carlen during periods 3 and 4. A number of new merit badges and programs are being added to the STEM area. There are some new partners in programming and support services along with additional high adventure programs.

The Council Camping Study conducted last year recommended that Webelos Camp return to Owasippe. Sessions will run from Sunday to Wednesday and Wednesday to Saturday during periods 3 and 4. Webelos and their parents will take a “walkabout” hike and have the opportunity to swim, boat, fish, shoot archery and bb guns, and learn about STEM.

The STEM area is expanding to the Ad Center with the Snack Bar transforming into the Internet Cafe’. A number of computers will be used to support Scouts working on Digital Technology, Geocaching, and Engineering Merit Badges along with the NOVA Whoosh Award. Scouts working on Photography Merit Badge will learn to digitally develop their pictures at the STEM Lodge using computers instead of the dark room.

Pathway to Adventure Council is working cooperatively with our neighbors in Michigan Crossroads Council to share program areas. Owasippe Scouts will be able to work on Welding and Metalworking merit badges and participate in Mountain Boarding at Gerber Scout Camp. After 15 years, a new food service has been selected: CORD, out of Dallas, Texas. CORD did a great job at Camp Napowan in 2015 and we know that units will love their food service this year with a focus on quality for you and your Scouts.

Owasippe has been approved to have All Terrain Vehicles (ATVs) as a part of the summer camp program. This will be a highlight for older Scouts with hands-on learning, learning to care for the vehicle, and a super riding experience at the end of the week.

We look forward to seeing you at camp.

Steve Adams

Reservation Director

Aaron Gach

Director of Outdoor Adventure

# Letter from Camp Wolverine Director

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January 2016,

Dear Fellow Scouters,

It is my great pleasure to welcome all of you to Camp Wolverine-Zaxie! I am honored to be the Wolverine Camp Director for the 2016 camping season. The staff and I are thrilled to reveal the new and exciting programs we have available. We want this summer to be your most memorable one yet!

The Zaxie staff, as always, is committed to excellence and providing the best program possible to every scout at Wolverine, because of this we are working hard during these winter months to develop awesome opportunities for all campers to enjoy.

This summer we are pleased to announce the arrival of some new activities. You will note some big improvements in our Ad-Center Area, with expanded program offerings including our all new ATV program for older Scouts!! You will also notice some new evening programs in our individual program areas! We could not be more excited for these changes and look forward to experiencing them with you!

As you read through this manual, please take note of a few important items. First, in order to maximize time inside and outside of merit badge sessions, we will continue using a block-scheduling format. Second, merit badge rotation will be implemented in some program areas so you may see some new merit badges being offered. Finally, we will continue to offer open program times so that Scouts may have opportunities to explore “All the Wealth” that Owasippe has to offer. During open program times, all areas will be open to Scouts and we will be offering some unique opportunities around camp as well; these are also great times to schedule high adventure activities or work on merit badge partials from previous years.

The staff and I are incredibly eager to see each and every one of you around camp. I hope this manual will be helpful and lend a hand in planning your trip to camp. This is going to be a fantastic summer; I cannot wait until we have the opportunity to continue making history at Camp Wolverine-Zaxie!

Yours in Scouting,

*Zach Carlson*

Zach Carlson  
Wolverine Camp Director

# Letter from Camp Blackhawk Director

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February, 2016

Dear Prospective Blackhawk Leader,

Welcome to Camp Blackhawk Go! I am eager and delighted to present to you our 2016 summer camp program. Our staff has worked diligently to ensure that you and your Scouts have an unforgettable summer that will also help them on their path to Eagle. Blackhawk's unique setting and quality program options will allow your unit to have a remarkable experience.

The Blackhawk staff and I have always taken our commitment to being "on the level" very seriously and will continue to provide only the highest level of customer service and support to your unit's program. Please use this manual to guide you in planning your week at camp.

In order to maximize time inside and outside of merit badge class, we will continue a block-scheduling format. We have swapped out a few merit badges, in order to provide new opportunities for your scouts.

We will continue to offer open program times so that Scouts may have opportunities to explore "All the Wealth" that Owasippe has to offer. In addition to this, we will continue to maintain our focus on entertaining evening program. It is our goal that your Scouts enjoy all of our programs here at Camp Blackhawk Go!

We will see the return of the Don Ho Memorial Classic, and a reservation wide game with new activities added to each. We will continue an in-site Steak Night to provide your Scouts additional cooking opportunities while at summer camp.

Our vision is to continue to provide a program that emphasizes the aims and methods of Scouting, delivered by a staff that epitomizes the mission statement of the Boy Scouts of America.

We can't wait for your unit to join our "great gang" that camps at Blackhawk. As we continue moving forward, 105 years strong, I thank you for considering Owasippe. But most importantly, thank you for all that you do as adult volunteers in our organization. Your example and presence in the lives of America's youth is irreplaceable.

Yours in Scouting Always,

*Kyle Nystrom*

Kyle Nystrom

Blackhawk Camp Director

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# The Remarkable Vigil of Chief Owasippe

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There are many legends regarding the lands, rivers, and lakes of this area, but none more interesting than the legend surrounding the man whose name we have adopted for our camp.

Owasippe was the great chief of the Potawatomie Indians who occupied this land in the early part of the 19th century. Legend compares his great wisdom with that of Solomon's. The village over which the chief presided was on the flat at the foot of a hill near the Bishe-Gain-Dang (beautiful river in the Potawatomie language). The French trappers of the time knew the river as River Blanc. Today, we call it the White River.

The Bishe-Gain-Dang furnished the tribe with fresh water and a safe landing for their canoes. Both fishing and hunting were good and the wooded hills that surrounded them kept out the cold winter winds. They were also comparatively safe from attacks by hostile bands in the area.

Owasippe married late in life and when he became the father of two sons, he was overjoyed. As his sons grew, he taught them to find their way through the forest with the stars and the sun to guide them. He taught them to recognize the animals and the birds, the useful trees and plants, so that they might enjoy the full abundance around them.

Finally, the boys reached the age when they must prove their ability to become braves in the tribe. To earn this right, they had to undertake a great journey. They were required to spend several moons living in strange countries, surviving on what food they could find. If they could pass these tests with honor and courage, the tribe would officially recognize them as braves.

The boys loaded their canoes and set out. They followed the White River into White Lake and into the dangerous waters of Lake Michigan. They followed the shoreline south for many days and then turned north again until they came to a place called "Cheekahgaw," which means "place of wild onions." Today, we know that place as Chicago. To gain protection from hostile bands, the white men had built Fort Dearborn at the mouth of the river.

The sons of Owasippe stopped by Fort Dearborn and expressed friendly greeting in the name of their father. Here at Fort Dearborn, they remained for many days, making friends and trading with the settlers. Eventually, they knew it was time for them to return. Once again they set out on the perilous journey back to their beautiful valley.

When they failed to return after a reasonable length of time, Chief Owasippe became anxious. Every day, he would climb to the top of a high hill and sit for hours beneath a great pine tree, scanning the long marsh and watching for their reappearance on one of the many streams that wound through the tall grass. But they did not appear nor could he learn news of their whereabouts. They might have drowned in the treacherous river or met enemies who tortured and killed them. Whatever happened, the two boys were never seen again.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesman and closest advisors brought him food until finally he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people found him dead beneath the great pine. Owasippe's people buried him in a sitting position on the spot where he died and covered his grave with a huge mound, as was worthy of a chief of his status.

In the early 1890's, three boys were following a trail near the mouth of Silver Creek when they noticed something that resembled the end of a canoe protruding from the bank. Hurrying back to town, they notified the village Marshall, who returned with the boys bringing men and shovels.

They unearthed two dugouts, each containing the skeleton of a teenage Indian. They also found the metal parts of a flintlock rifle, bits of decayed blankets, a copper kettle, and a silver ornament.

It was apparent from the evidence that these youth were the missing sons of Owasippe. The two boys had apparently pulled their canoes up along the high bank for the night, and the river, constantly cutting into the earth, had caused the bluff to cave in, burying them where they slept. The spot was less than a mile from where Owasippe had sat watching.

When the remains of Owasippe's sons were found, the great pine by which Owasippe sat was still standing. By 1911, when Scouts began camping on these grounds, only a rotten log remained. Now, even that has disappeared. The mounds have been settled beyond recognition and the incredible legend of Chief Owasippe would have been lost except for the marker placed near his grave by the Boy Scouts of the Chicago Area Council.

Many Indian names have sacred meanings, and efforts have been made to learn the correct meaning of the Chief's name, but the Potawatomie language, being strictly oral, makes the matter difficult. Experts believe the name to be derived from the word "Awassisibi," meaning "one who looks beyond the river."

The courage and nobility displayed by the sons of Owasippe on their journey speak to the Scout virtues of Friendliness and Bravery, and their knowledge of the wilderness and ability to survive by their skills echoes the training of today's modern Scout laws.

It is said that the spirits of Chief Owasippe and his two sons still walk the trails of the Reservation and join with the many Scouts who visit us each year. On quiet nights, when all is still, those Spirits have been known to answer when called.



# The Owasippe Scout Camps

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The Scout camps at Owasippe provide opportunities for Scouts and Leaders to match their outdoor skills and program needs with the section camp that best fulfills their purposes.

## **Camp Blackhawk**

Situated on the shores of Big Blue Lake, Camp Blackhawk offers opportunities for lake swimming and boating. Scouts eat in a spacious dining hall amid pine walls and under high-beamed ceilings. Scouts enjoy the fellowship of Scouting at each meal through songs, skits, and special programs.

## **Camp Wolverine**

Beautiful Lake Wolverine is the setting for rugged Camp Wolverine. Troops eat “family-style” in their sites from unique hot packs, delivered three times daily. Scouts launch rowboats and canoes from the Lake Wolverine docks and swim in an Olympic-sized pool.

## **High Adventure and Outposts**

Owasippe provides a robust High Adventure and Outpost program for our campers. These programs are spread out across the reservation and include sailing and water sports, COPE and climbing, tubing and canoe trips, mountain biking, ATVs, and trail rides. These programs really bring out the excitement of Owasippe Scout Reservation.

## **Reneker Family Camp**

Since 1964, Camp Reneker has offered exceptional outdoor programs for Scouting families. Morning programs are offered for children ages 4-18, as well as Adult program, which give campers the opportunity to craft, swim, hike, and have fun at their own pace, led by Reneker’s friendly and energetic staff.

Reneker accommodations include one cabin per family with sleeping arrangements for 4-5 people. Many programs are included in attendance cost, and programs are offered morning, afternoon, and evening. Family campers are also invited to participate in Owasippe High Adventure activities.

# Fee Schedule and Refund Policy

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## **Summer Camp Early Bird Fees, paid in full by May 16th**

|                           |       |
|---------------------------|-------|
| <b>Scout Fees:</b>        | \$290 |
| <b>Adult Leader Fees:</b> | \$165 |

## **Reserve a Site for Summer Camp**

\$100 Site Deposit is due at application. The deposit is non-refundable after December 15<sup>th</sup>; the deposit will be applied to the balance of your Troop fees. Please note that a \$100 deposit is due per site and per week. Units staying in two sites for two weeks would owe a \$400 deposit.

## **May Payment**

Final payment must be submitted by May 16<sup>th</sup>. This payment should include any camp cash certificates or campership credits.

## **Regular Fees**

Payments received after May 16<sup>th</sup> will incur a \$40 additional fee per Scout. If you need an extension, you must call the Outdoor Adventure department prior to May 16<sup>st</sup>. Late fees will NOT be waived after the fact. New Scouts pay regular fee.

## **New Scouts**

Scouts who join the Troop after January 1<sup>st</sup> of the year they attend camp pay early bird fees.

## **Payment**

Payments can be made online using a credit card or e-check, through [www.pathwaytoadventure.org](http://www.pathwaytoadventure.org). Payments may also be made at any of our service centers, or by mailing a Troop check indicating Unit/Camp/Session to the Arlington Heights Service Center

## **Camperships**

The Pathway to Adventure Council is committed to providing opportunities for all PTAC Scouts to attend camp at Owasippe. Any youth interested in applying for a campership may do so. Please see [www.pathwaytoadventure.org/campership](http://www.pathwaytoadventure.org/campership) for details and to apply. ALL CAMBERSHIP APPLICATIONS ARE DUE ON OR BEFORE APRIL 1.

Camperships will be awarded by a volunteer committee and the Troop Scoutmaster will be notified of any campership awards. It is important to note that the campership deadline is April 1<sup>st</sup> and the approval committee will do its best to turn around the applications in a timely manner. That said, late applications may not be reviewed in time to make the May payment deadline.

Waiting for campership results will not be accepted as a reason for late payment and the regular fee will be charged. In these instances, send in payment less the amount of campership requests. After the camperships are awarded, you can pay any balance after the deadline.

Units are strongly encouraged to bring copies of the campership notification with to the Troop settlement at the end of the week. For more information, consult the Arrival and Departure section of the manual.

## **Camp Cash**

The popcorn sale is a great opportunity for Scouts to earn money to go to camp. One of the more popular incentive programs is Camp Cash. Camp cash certificates will be automatically applied to your camp balance this year. See the Arrival and Departure section for more information on troop settlement.

## **Camp Cards**

The camp card program is another option Scouts have to earn money to go to camp. These cards contain coupons for local products and services. Scouts can a percentage of the value of each card they sell.

## **Refunds**

Refunds will be issued at 100% up to 30 days prior to the event. 29-15 days prior to the camp, a 50% refund will be issued. 14 days or less, no refund will be issued. Refunds must be made in writing by emailing [PTAC.CAMPING@Scouting.org](mailto:PTAC.CAMPING@Scouting.org)

# Pre-Camp Checklist

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- ☐ February 13: Attend the Summer-Camp Kickoff at Cabela's in Hammond, Indiana
- ☐ February 27: Attend the Summer-Camp Kickoff at Cabela's in Hoffman Estates, Illinois

Leaders and Cub & Scout Families are invited to learn more about 2016 Summer Programs

- ☐ Scouts can shoot BB guns, practice archery skills and get two tokens to Cabela's shooting gallery
- ☐ March : Attend Leader's Meeting that is convenient to your unit (Information will be posted on the Council website: [www.pathwaytoadventure.org](http://www.pathwaytoadventure.org))
- ☐ March 1: Encourage Scouts needing financial help to attend camp to fill out the campership request form on the Council website before April 1<sup>st</sup>.
- ☐ March 1: Begin on-line program sign-up. Consult Program Section for more information.
- ☐ April 1: Parents Meeting to remind of May 15<sup>th</sup> payment deadline and need for current health form and more information about what the Scouts will do while at camp
- ☐ May 1: Plan troop and Scout program for the week at camp. Consult Program section for more information.
- ☐ May 16: Submit Final Payments for ALL youth and adults for early-bird camp fee rates
- ☐ June 1: Provide Scouts with personal equipment list
- ☐ June 1: BSA Annual Health & Medical record form completed for **each Scout and adult** attending camp. Physicals must be signed by a physician. Retain a copy for your Troop records. Be prepared to submit copies at check-in. Copies will **NOT** be returned.
- ☐ June 1: Transportation, Tour and Activity Plan verified, arranged, and completed. Accident Insurance information copy secured for units from outside Pathway To Adventure Council.
- ☐ 2 Weeks prior to your camping week: Online program sign-up closes
- ☐ 2 Weeks prior to your camping week: Submit Equipment Planner to camp via fax (231)893-6531 or email to: [cathlynn.peters@scouting.org](mailto:cathlynn.peters@scouting.org) .

# EQUIPMENT / FACILITIES

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## Equipment available in each campsite:

|                |                |                |
|----------------|----------------|----------------|
| Picnic tables  | KYBO (Latrine) | Bulletin Board |
| Drinking Water |                |                |

## Equipment available for troops at no charge:

|                                   |             |
|-----------------------------------|-------------|
| 2-person wall tents (9'6" x 7'6") | Canvas Cots |
|-----------------------------------|-------------|

**NOTE:** Troop supplied tents **MUST** meet the minimum standard of 30 square feet of floor space per camper, 7x9 tent would suit 2 people. Personal tents **MUST** be marked "**NO FLAMES IN TENTS**" directly on the tent or with a sign permanently attached to the tent to meet National Standards. This includes screen tents.

## Coolers and Ice:

Troops that will be storing food in camp should plan to bring coolers that can be kept secure in their campsite. A limited amount of ice is available for purchase from the Trading Post.

## Suggested Equipment Provided by the Troop:

|                     |                                        |                                         |
|---------------------|----------------------------------------|-----------------------------------------|
| Troop first aid kit | Troop Flag                             | Lockable box for medications            |
| Binders twine       | Patrol Flags                           | Rope for lashing and roping off ax yard |
| Lantern             | Materials for campfire skits and songs | Tarps                                   |
| U.S. Flag           | Axes & Saws                            | Unit merit badge pamphlets              |

## Suggested Equipment for Camp Scoutmasters:

|                     |                                                  |                                              |
|---------------------|--------------------------------------------------|----------------------------------------------|
| Alarm Clock         | Thumb tacks and plastic cover for bulletin board | Radio for weather reports                    |
| Advancement Records | Scoutmaster's Handbook                           | Unit checkbook                               |
| Unit Medical Log    | Scout Handbook                                   | Footlocker and lock (For securing valuables) |

Don't forget to bring the home addresses and telephone numbers of all Scouts, including parents' work and cell phone number and vacation address and phone number if they will be away from home during the camp period.

# Camp Services

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## **Administration Center**

The Administration Center is located at 9900 Russell Road and is the centerpiece of the Ad Center complex. Ad Center houses offices for the Reservation Director, Associate Reservation Director, Business Manager, and the High Adventure Director. The hours of operation are Sunday from 12 p.m. until 9 p.m., from 9 a.m. until 9 p.m. Monday through Friday, and Saturday from 9 a.m. until 5 p.m. There are also a number of services provided to campers located there.

## **Telephone and Fax**

An outside telephone line and fax machine is available. These are for business use and should only be used in case of an emergency.

## **Internet Service**

Wireless internet service is available during open hours in the Ad Center complex. Seating is available in the Snack Bar area.

## **E. Urner Goodman Scout Museum**

Owasippe offers one of the most unique experiences for Scouts and visitors in America. A converted Early American Township Hall with a one-room schoolhouse holds a truly remarkable collection of Scouting history and memorabilia from Owasippe's over 100 years of operation. Please stop by and view the history of Scouting at the E. Urner Goodman Scout Museum, located at the Administration Center complex. Units camping at Owasippe are encouraged to leave a piece of their history by donating a Unit photograph with a roster of campers to our yearly photo album. E. Urner Goodman, the founder of the Order of the Arrow, was the Owasippe Reservation Director and Chicago Council Scout Executive in the 1920s. Units interested in visiting the museum can schedule a time with the Administrative Assistant in the Ad Center.

## **Health Lodge**

The Owasippe Health Lodge, located behind (just southwest of) the Administration Center, is staffed with personnel who meet BSA and State of Michigan qualifications 24 hours a day. The health lodge personnel are tasked with providing basic emergency medical service as well as monitoring and maintaining the health, safety, and well-being of the campers and staff. Sick call begins each morning at 9 a.m. for non-emergency medical evaluation and treatment.

## **Maintenance Center**

The Owasippe maintenance center is located in the Ad Center complex. This facility is the center of the maintenance operation and is run by the Camp Ranger and his staff. This area, however, is off limits to campers. Any maintenance needs you have should be communicated to your Commissioner or Camp Director.

## **Food Preparation Center**

The food preparation center, affectionately known as Food Prep, is located in the Ad Center complex near the museum and trading post building. All meals are prepared in this commercial kitchen facility by our food service staff. For more information on food service, consult the food service section of this manual.

## **Owasippe Trail System**

The Owasippe trail system remains the camp's oldest program resource, dating back to Owasippe's origin in 1911. In fact, many of these routes predate Owasippe as Native American passages, pioneer trails, or lumberjack roads. These trails traverse the Reservation for miles, cutting through some of the most scenic and historic locations of Muskegon County and the Manistee National Forest.

The Blue Trail is a circular trail that skirts the boundaries of Owasippe. It has a greater level of difficulty and is suited to older Scouts and experienced hikers. Its inspiring scenery and natural wonder compliment the challenge of this wilderness route that takes hikers through the marl beds, one of the wonders of Owasippe.

The Orange Trail is a circular trail that follows the edge of Lake Wolverine, traveling through camps Carlen, Crown, and Wolverine. While Lake Wolverine is a man-made reservoir; the lake has become an integral part of Owasippe's ecosystem, and many species of plants and animals can be seen by hiking this trail. Common wildlife sightings include turtles, fish, snakes, porcupines, Great Blue Heron, swans, and ducks. For the best chance to see wildlife and great lighting for photography, this trail is best visited early in the morning.

The Red Trail begins at Camp Blackhawk and traverses west past Pickerel Pond, through Paradise Valley and on to Owasippe's Grave. The trail then goes south past Pierre's Bayou to the Administration Center, past the Tar Pits and ends at the south end of Lake Wolverine, at the Orange Trail.

The White Trails connect other trails together or lead to points of interest.

Owasippe's trails are marked with colored fleur-de-lis embossed with the word "Owasippe." A trail map and maps of Owasippe are available from your Commissioner.

Scouts and Leaders who hike every trail at Owasippe may wear the "I Hiked 'Em All" patch, available in the Trading Post. Also available for purchase in the Trading Post are segment patches for hiking each individual trail and large OSR trail maps.

# Section Camp Services

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Camp Wolverine, located along Lake Wolverine, and Camp Blackhawk, located along Big Blue Lake are operated as two of Owasippe Scout Reservation's section camps. In both of these sub-camps, the staffs are prepared to provide a top-notch program to your Scouts and leaders. In addition to the program described later in this manual, there are a number of important services provided in each sub-camp.

## **Commissioner Services**

Camp commissioners are a unit's best friend during their time at camp. They are your liaison with the camp, your personal programming expert, and camp guide. He or she will also visit you at least once a day to check on you. Services your Commissioner provides include:

### **Programming Assistance**

Your Commissioner can help you organize your overall camp program. He or she is an expert on what camp has to offer and can assist you with your unit program.

### **High Adventure and Outpost Additional Sign-up**

Additional mid-week high adventure and Outpost sign-ups can be handled by the commissioner or the camp office.

### **Campsite Supplies**

Garbage bags, toilet paper, and paper towels can be obtained through your Commissioner or from the office, by an adult.

### **Daily Meal Counts**

Every day your Commissioner will take your daily food count. This is your chance to add any guest meals, order any special extras, and communicate any special dietary needs to the kitchen.

### **Equipment Needs**

Your commissioner will get you any extra or replacement tents, cots, or other campsite equipment. He or she is committed to filling equipment needs in a timely manner. Any campsite-related maintenance needs should also be communicated through the Commissioner. We ask that you submit your weekly equipment needs upon your first meeting with your Commissioner.

### **Pathfinder Program**

Commissioners administer the Pathfinder program, Owasippe's first-year camper program. As some of the most experienced staff members, commissioners are well suited to instruct this program. More information on Pathfinder can be found in the program section of this manual.



## Leaders' Meetings

During the leaders' meetings, your unit's Commissioner can assist you in organizing your program, including additional information about High Adventure and Outpost programs. This is also an ideal time to address issues like equipment needs and campsite supplies.

There are three important meetings for the unit leaders to attend. The location for each meeting is in parentheses.

### Sunday Meeting

**Blackhawk- 7:00pm (Handicraft)**

**Wolverine- 7:15 pm (Commissioner's Tent)**

This meeting will get you ready to go for your week at camp. Your camp director will review the rules and policies of camp, discuss programming, inform you of any administrative information, and get you pumped up for the week to come. It is important to note that OA call-out information is due at this time. See the Order of the Arrow section of this manual for more information.

### Wednesday Meeting

**Blackhawk- 1:00pm Leader's Patio**

**Wolverine- 12:15 pm (Commissioner's Tent)**

This meeting will be during the leaders' cook out. During this meeting, any important information will be shared, and you will have a chance to provide some feedback on the week. You will have a chance to sign up for a settlement time and be able to check up on your Scouts' merit badge progress. A member of the food service staff will also be in attendance.

### Friday Meeting,

**Blackhawk- 4:00 pm Leader's Patio**

**Wolverine- 4:00 pm (North Lodge)**

Come down on Friday afternoon to pick up your blue cards for all of the merit badges that your scouts have earned during the week. This is the time to make sure all blue cards are accounted for and filled out correctly. This is the best way to guarantee that your unit goes home with all the merit badges they have earned. Lastly, you will have a chance to share any final thoughts and feedback with the camp director.

## Senior Patrol Leader Meetings

During the week there are three important senior patrol leader meetings that your camp SPL or ASPL should plan on attending.

### First Senior Patrol Leader Meeting

**Blackhawk- Sunday 6:45 pm ( Leader's Patio)**

Immediately following dinner service on Sunday, all SPLs should gather on the Leader's Patio for information regarding the daily Commissioner visit and the Baden-Powell Award inspection. SPLs will also receive information on the Fireguard Charts and Steak Night.

**Wolverine- Monday 8:00 am ( North Lodge)**

There is an SPL meeting on Monday morning beginning at 8am. This is a breakfast meeting, so the meals for both the troop's SPL and ASPL will be transferred to the lodge. During this meeting, the SPLs will meet their commissioner for the week and receive information on how to effectively meet the Baden Powell requirements. This is also an excellent time to address any issues that may have arisen overnight, as the commissioning staff will be present and attentive.

**Wednesday Meeting****Blackhawk- 1:45 pm ( Leader's Patio)**

Immediately following lunch service on Wednesday, all SPLs should gather on the Leader's Patio for a mid-week checkup with the staff. Items to be discussed include Pathfinder Adventure, Steak Night, Closing Campfire, and Check-out procedures.

**Wolverine- 1:30pm (Commissioner Tent)**

This meeting will last approximately 15 minutes. This is a time for everyone to touch base during the week and to begin to plan our closing campfire. Before this meeting the SPLs should meet with their troop and plan a song or skit to be performed at the closing campfire. All songs and skits are subject to approval from the staff and a performance may be requested if the staff is unfamiliar with the material. The SPLs will also choose a Master of Ceremonies for Friday's fire at this meeting.

**Friday Meeting,****Blackhawk- 1:45 pm (Leader's Patio)**

Immediately following lunch service on Friday, all SPLs should gather on the Leader's Patio for a final meeting with the staff. Items to be covered include Closing Campfire setup and check-out procedures.

**Wolverine- 1:00 pm (Commissioner Tent)**

This meeting will consist of two parts. The first portion is to finalize the planning of the campfire, and the second portion of the meeting is to head down to the fire bowl and build the fire for that evening. The fire building will be done under the supervision of the commissioning staff and all tools will be provided for the building process.

**Office Services**

At both sub-camps (Blackhawk office & The Wolverine North Lodge) provide a variety of helpful services to leaders throughout the week. The lodge will be staffed daily an hour before, during, and after meal times. Office services include the following:

**Paperwork**

Parking passes, staff mini applications, and other paperwork can be obtained by an adult or responsible older Scout.

**Ice**

Ice can be purchased and picked up in the trading post.

**Medication Storage**

Units who are unable to provide medication storage or need refrigerated storage may keep their medication in the office. See the Health Policies section for more information.

## **High Adventure and Outpost Additional Sign-ups**

Additional High Adventure and outpost sign-ups may be done through the camp office.

## **Garbage**

**Blackhawk**- All garbage must be brought daily to the office, securely tied with a square knot. A staff member will escort you to the garbage racks located near the dining hall. To avoid problems with wild life, garbage should not be stored overnight in the campsite.

**Wolverine**- Garbage is picked up daily during the evening. If there is garbage that you would like removed from your site, please put it in a garbage bag and place it in the assigned place. If you are in sites 1-16, 23, 24, or 25 then take the bag to the hot pack stand outside of your site. If you are in site 21, please bring any garbage to site 23's hot pack stand. If you are staying in sites 17, 18, or 19 please bring any garbage down to the intersection on the service road, also known as the chapel crossing.

## **Bathroom and Shower Facilities (KYBOs)**

Each campsite has access to a bathroom facility. This building, often called a KYBO, has two flush toilets, a urinal, and a sink. In some cases, KYBOs are shared between units. It is the responsibility of each unit using a KYBO to keep it clean. In addition, all KYBOs have a shower. There are also two larger shower facilities available in camp.

**Blackhawk**- The Pioneer sites (sites 16-20) have access to a shower building. There are a number of rules that apply to our bathroom and shower facilities.

**Wolverine**- The shower house is located across from site 15. The pool house is also available to act as a shower house after program closes for the evening.

## **Cleaning**

Each unit is responsible for keeping their KYBO and shower facility clean. Commissioners will coordinate which units will be responsible for cleaning shared KYBOs on which days. Each KYBO and the shower building should be cleaned daily. Commissioners will provide instructions and expectations on cleaning.

## **Youth and Adults**

Youth and Adults must not use bathroom and shower facilities at the same time. The same holds true for males and females. Each KYBO and shower facility have a sign signifying its use at any given time. In addition, please do a verbal check prior to using the facility.

## **Maintenance Needs**

Any maintenance needs should be reported immediately to your Commissioner or Camp Director.

## **Be Courteous**

Remember that a Scout is Courteous. Please make sure you are doing your part to keep the KYBO and shower facility clean for your fellow campers. Horseplay is never allowed.

## **Leaders' Patio (Blackhawk)**

The leaders' patio is just outside the camp office at the dining hall. Leaders are invited to use the picnic tables in this area. A number of camp meetings are held in this area, and it is a convenient place to visit with other unit leaders and staff. Scouts are not allowed in this area without permission.

## **Pizza Night**

Looking for a way to reward your Scouts for an awesome week? This is the chance to gather your troop for one last party before heading back home for the year. Check your troop mailbox for order forms. Pizza night does not replace Friday dinner, which will still be delivered at the normal time.

Blackhawk- Thursday evening. All order forms must be turned in and paid for by Wednesday lunch. Pizzas need to be picked up no later than 9:15 p.m. from the dining hall. The dining hall bell will ring to signify arrival.

Wolverine- Friday evening. All orders must be turned in and paid for by Thursday lunch. Pizzas need to be picked up after the closing campfire from the lodge. The pizzas will arrive during the campfire, so they will still be hot.

# Arrival and Departure

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## Check-in Times

Troops journeying to Owasippe by private vehicles should plan to arrive at Noon or shortly after, when Ad Center check-in takes place. Troops should plan to arrive between noon and 3 p.m. Troops arriving to Owasippe after 3 p.m. may not have enough time on Sunday to complete sub-camp specific check-in procedures such as swim checks, meal orientations, etc. Owasippe is approximately 210 miles from Chicago, and the trip takes about 4.5 hours. Owasippe is on Eastern Daylight Time. For directions, see the map in the appendix.

## Ad Center Check-In Procedures

Upon your arrival at Owasippe, go directly to the Ad Center Complex and park in the lot. Then proceed to the Snack Bar area for Check-in.

### Station One: Business Staff

This will be your first stop. You will need to have all your pre-camp paperwork handy, which includes the following:

1. Three (3) copies of your unit roster
2. A completed Michigan Youth Protection form for each adult at camp
3. Proof of completion of youth protection training in the last two years for each adult in camp
4. An approved Tour Plan
5. A copy of the council accident insurance policy for non-Pathway To Adventure council units
6. Turn in Background Check forms for adults (21 and over) who have not completed the process previously

### Station Two: Food Service

After completing the business staff step, proceed to the food service table. Here, you will be able to discuss any food issues or concerns with our food service staff, as well as provide the meal counts for Sunday and Monday.

### Station Three: Adult Programs and the Order of the Arrow

This is an optional station set aside for units that want to sign up for adult programs or OA programs. These include all of the adult leader trainings such as youth protection training and introduction to outdoor leader skills, as well as the OA induction and Brotherhood ceremonies. These programs are described in Program section of this manual.

### Station Four: High Adventure

This stop is highly important for any Troop that has signed up for High Adventure and Outpost programs at camp. The first step will be to visit the High Adventure Director who will review your online sign-up

choices and let you know what your program selections were. You will then have the opportunity to change your selections and sign up for any available spots with the different program area directors seated in the High Adventure section.

As you go through the process, you will be issued the necessary receipts for each program time. The purpose of these receipts is described in the High Adventure and Outpost Programs portion of the Programs section of this manual.

## **Section Camp Check-In Procedures:**

After completing the Ad Center check-in process you will need to head to your section camp. Follow these steps for section camp check-in.

### **Main Gate**

**Blackhawk-** When you arrive to the main gate, a staff member will verify that your Troop has checked in at the Ad Center and then will give you directions to your campsite.

**Wolverine-** After visiting the Ad Center continue into Wolverine. While on the road in, you will be met by a member of the staff. He or she will direct you to the South Lodge. Make sure you have your Ad Center check-in card accessible. You will need this to continue the check-in process.

### **South Lodge (Wolverine ONLY)**

This is about a five-minute meeting, during which the Commissioners will be handing out and collecting several paperwork items, including parking passes. A Troop guide will also be assigned to the unit at this time. He or she will assist the unit throughout the remainder of the check-in process. You will need to turn in your Ad Center check-in card at this point in time.

### **Campsite**

**Blackhawk-** Once you arrive to your campsite you may begin unloading your equipment and preparing for medical rechecks and swim checks, a guide will arrive shortly to assist you in the check-in process. Please notify your guide of any equipment issues.

When all of the Scouts are ready, have them assemble for a brief campsite orientation. Your guide will inform your Scouts on several topics:

- Pertinent equipment and facilities in your campsite
- How to respond in case of emergency
- Restricted area
- Dress code and the buddy system
- “Shoes-Off” time
- Wristbands Policy

**Wolverine**- Once you arrive at your campsite, a guide will be present to assist you in the check-in process. At this time, your Scouts may unpack their gear and prepare for medical rechecks and swim checks. Please notify your guide of any equipment issues. After your scouts are changed and your gear is stowed, proceed to the North Lodge for Orientation.

### **Blackhawk Troops- Handicraft Pavilion**

When your troop is initially settled and prepared for swim checks, your guide will escort you to the handicraft pavilion to complete the check-in process. You will need to bring with your check-in card from the Ad Center, **two** copies of the unit roster, and your medical forms.

### **Wolverine Troops-North Lodge**

When you arrive at the Lodge, you will need **two** copies of the unit roster and your medical forms. A staff member will then inform the unit on the following topics:

- Parking passes, designated parking lots, speed limits
- Medication policy
- Wristbands for every camper
- Daily visitations
- Fireguard charts
- Mailboxes
- Site equipment
- Early camper release policy
- Leader meetings/SPL meetings
- Office radio for emergencies

### **Medical Recheck**

**Blackhawk**- Before the Dining Hall orientation and swim checks, you will begin the medical recheck process. Every camper must go through a medical recheck. Make sure all Scouts and Leaders come to the North lodge for this important step. Consult the medical policies and procedures section of this manual for more information. Medical forms will not be returned at the end of the week; please make sure you have any copies needed prior to arriving at camp.

**Wolverine**- After the orientations, you will begin the medical recheck process. Every camper must go through a medical recheck. Make sure all Scouts and Leaders come to the North lodge for this important step. Consult the medical policies and procedures section of this manual for more information. Medical forms will not be returned at the end of the week; please make sure you have any copies needed prior to arriving at camp.

### **Blackhawk Dining Hall Orientation**

Following the Medical Recheck, your guide will bring your troop to the Dining Hall for orientation. This will inform your Scouts on how the dining hall works, including waiter responsibilities, rules, session times, and any other basic information.

**Swim check**

Following the medical recheck and dining hall orientation (Blackhawk only), proceed to the pool (Wolverine) or lake (Blackhawk) for swim checks. Scouts and Leaders should be prepared to get in the water. Basic aquatics rules will be discussed as well as the administration of the Swim Test. A completed health form and medical recheck is required to participate in a Swim Test.

**Wrap Up**

Upon completion of swim checks, you may return to your campsite and continue setting up until dinner. Consult the daily schedule for dinner and Leader' meeting information. If you have any questions or need help, please do not hesitate to consult your site guide.

**Early Arrivals:**

There is an \$80 Early Arrival Fee for arriving on Saturday.

Troops should plan to arrive between 1 p.m. and 5 p.m. at their section camp with a separate Saturday Roster listing everyone who will be in camp. The Troop will then check in at the section camp office.

Scouts must remain in the campsite until Sunday check-in unless accompanied by an adult leader. Equipment shall not be removed from another campsite without the Camp Director's approval. The cost of any damages caused will be shared by all early arriving troops in that section camp.

Unit Leaders are responsible for their Scouts as well as providing their Troop with meals until Sunday dinner. There will be only minimal staff support.

**Troop Settlements**

At the end of a unit's stay at camp, the unit leaders will need to complete a financial settlement in the section camp with the reservation Business Manager. Unit settlements will occur on Friday morning (Camp Blackhawk) and Friday afternoon (Camp Wolverine). Units are asked to sign up for a time slot with their Commissioners early in the week.

Financial settlement will include payments for additional Scouts (including owed fees if they apply) and leaders, outpost fees, guest meals, and any other charges incurred for camp services during the week. Leaders should bring any receipts or credits they have to the settlement. This can include any camp cash certificates, campership letters, discount certificates, and any other payment correspondence. Units will be able to reserve their campsite for next year at this time. Units who have an outstanding balance will not be allowed to reserve a site until that balance is paid.



## **Section Camp Check-Out Procedures:**

### **Check-Out**

A staff member will arrive at your site at 7a.m. on Saturday. Your site staff member or Commissioner will inspect any equipment for damages, including camp tents and cots. The staff member may direct you to take down or move any camp equipment. The staff member will ensure all troop gear is packed and will do a site cleanliness check, so make sure that any and all trash is picked up prior to this time. Finally, he or she will collect any paperwork, including your leader evaluation. When this portion is complete you will be free to go.

### **Stay-over Unit Process:**

If your unit will be staying for two weeks, you will need to provide a weekend-specific roster to be turned in to your Commissioner Saturday morning before noon. In addition, there are special instructions for stay-over units.

### **Meals**

Your commissioner will collect your weekend meal counts on Thursday, including a lunch and dinner on Saturday and a brunch on Sunday. Meals must be collected in hot packs/coolers from the Dining Hall (Blackhawk Troops) or North Lodge (Wolverine Troops); they will not be delivered to your site.

### **Campsite and Equipment**

If you will not be moving campsites, you do not need to take down equipment. If you are moving sites, please follow that part of the check-out procedures. Some spare equipment in your campsite may have to be moved during Saturday morning. Your help in this is appreciated. Please do not take equipment set in other sites as they are there for units who will be arriving on Sunday.

### **Supervision**

Camp will be minimally staffed during the weekend and you will need to provide adequate supervision for your Scouts. Scouts will not be allowed to wander around the camp without adult supervision. The rules of camp are still in effect.

### **Emergency**

In case of emergency, the camp office will be open and the camp radio will be available. Instructions on what to do and who to contact in an emergency will be clearly displayed in the office. There will be section camp and reservation staff available if needed, including the health officers.

# Camp Policies (Listed Alphabetically)

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## **Alcohol - Drugs - Smoking**

- The consumption, possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program and/or on Scouting Property is not permitted.
- Violations of all local, state, and federal laws will be reported.
- Violators will be asked to leave Owasippe property.
- Adult Leaders are asked to refrain from smoking when in proximity of Scouts.

## **Background Check**

Michigan law requires that each adult twenty one (21) years of age or older undergo a check against their home state's child abuse and neglect registry. The camp must have proof that this check has been completed and that they are not found to have been deemed a perpetrator of child abuse or neglect. Forms for Illinois, Indiana, Michigan, and Ohio as well as instructions can be found on the council website. Instructions and a copy of the Illinois form can be found in the appendix of this manual. Contact the camping department for adults who reside in other states.

## **Bicycles in Camp**

Scouts and leaders are not encouraged to use bicycles in camp. If bicycles are used, a helmet must be worn at all times. Bicycles are not permitted on hiking trails and are limited to camp roads and two tracks. Violations will result in a loss of bicycling privileges.

## **Boats in Camp**

Privately owned boats are NOT permitted in any Section Camp.

## **Buddy System**

- The buddy system is in effect all over Owasippe.
- Scouts must travel with a buddy wherever they go.
- Leaders should devise a system of check-out/check-in so that they can account for Scouts at all times.
- Campers should hike on marked Owasippe trails.
- Hitchhiking or hiking along public roads is not allowed.

## Camper Security

### Wristbands

Each registered camper (youth and adult) is issued a wristband upon arrival at Owasippe. This wristband signifies that the wearer belongs in camp. Replacement wristbands can be collected from the camp office. Visitors are issued a special wristband upon check-in at the Ad Center.

### Staff Name Tags

Camp staff and camp volunteers are issued an Owasippe name tag that is to be worn at all times while on the property. Food service staff has a special uniform that identifies them.

Anyone not showing a proper identification may be stopped and questioned by a staff member or camper. Visitors should be directed and if necessary, escorted to the Ad Center. Trespassers will be escorted off the property.

### Troop and Campsite Security

It is our suggestion and recommendation that troops utilize a “troop bank” that is both locked and kept in a locked troop trailer. Both scouts and leaders should refrain from keeping large amounts of cash in their tent during the week. We also suggest that Sunday, during the period of check-in to the end of the opening campfire, as well as Friday, from the start to end of the closing campfire that one adult stay in the campsite at all times. This provides an added presence and layer of protection for any and all valuables that may be in the campsite.

## Camper Discipline (Michigan State Law- Rule 113)

Rule 113 of “Rules for Licensing Children’s Camps in the State of Michigan” reads:

*“A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation, and interaction, or be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraints, either by staff Leaders or by another camper.”*

It is expected that all Scouts and Leaders camping at Owasippe Scout Reservation will live up to the principles and values of the Scout Oath and Law. So that all unit leadership and their Scouts may more clearly understand their rights and what course of action will be taken if their rights are violated, the following information should be shared before arriving at camp:

1. The Scout Oath and Law are the only rules in camp. The unit leadership is responsible for enforcing these rules and disciplining those Scouts that break them.
2. In the case of inter-troop conflicts or problems, the unit leadership of the individual Scouts involved is responsible for disciplining each of the individual Scouts.
3. The camp administration (beginning with the Camp Director of any section camp involved) is available and prepared to assist in establishing communication in the event of inter-troop problems.

4. If the camp administration believes further disciplinary action is required of the unit leadership, they will request it. If the requested disciplinary action is not taken, the district executive or Scout executive will be contacted.
5. The camp administration encourages unit leadership to send any Scout home immediately that steals, vandalizes, or intentionally places another Scout in danger of harm. The administration reserves the right to take that action themselves if necessary, including sending the entire troop home within 24 hours.
6. Bullying, hazing, “midnight raids”, tent ditching, or other such activities are not allowed at any time at Owasippe Scout Reservation. Such activities place Scouts at risk of injury and may cause larger issues as a result of seemingly small rituals getting out of control.
7. A curfew of 10:00 p.m. will be strictly enforced for all Scouts. Scouts are required to be in their campsites by 10:00 p.m. Any Scout who must leave a campsite after 10:00 p.m. must be accompanied by an adult unit leader or camp staff member. Always maintain youth protection standards. Refer to #8 for exceptions.
8. Scouts may attend a scheduled camp activity past 10:00 p.m. if they have their leader’s permission and they use the buddy system. Activities could include star hikes, outposts, Order of the Arrow ceremonies, and other camp-wide activities.

## **Check-in/Check-out Policy**

All campers must properly check in and check out of camp. A log is maintained in the Section camp office at all times and is always available. Youth protection standards must be maintained during trips off camp property. Visitors should consult the visitor entry of this policies section.

## **Child Abuse (Michigan State Law—Rule 115)**

It is mandatory that any staff or volunteer report to his Director any actual or suspected case of child abuse or neglect immediately. The Camp Director shall immediately contact the Reservation Director, who, if after the investigation finds abuse or neglect, shall within 24 hours phone an oral report to the Department of Social Services and file a written report within 72 hours. This is the responsibility of all staff members and Leaders.

## **Early Release of Scout**

Scouts who need to leave camp prior to normal departure time must have a filled out early release form signed by a parent or guardian. This form can be found in the appendix.

## **Firearms, Ammunition, Fireworks, Bows & Arrows**

- No firearms, ammunition, fireworks or bow and arrow of any kind may be kept in the possession of any camper or Unit Leader.
- Camp insurance does not allow the use of personal weapons (including paintball guns) or ammunition on Council property. There are no exceptions to this rule.

## **Fire, Liquids, & Propane Fuels**

- Fire may be built only at designated areas and under proper supervision.
- Liquid or propane fuels should be used only under adult supervision.
- Replacement propane cylinders and cans of liquid fuel **MUST** be stored under lock and key at your campsite or in the camp flammable liquids storage box.
- National policy prohibits the use of open flames in tents, which includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking materials.
- All tents (camp owned or private) must be stenciled with or display a sign proclaiming “**NO FLAMES IN TENTS**”
- Fires built in camp must not exceed 4 feet in flame height. Special permission can be given for a larger fire from the Camp Director. The camp management reserves the right to demand a fire be reduced or put out if it is, in their opinion, a hazard.
- The troop is required to maintain a fireguard and keep up-to-date a fireguard chart prominently posted in the campsite.

## **Float Plans**

Campers who are interested in checking out canoes or rowboats to be used outside of the boating areas on Big Blue Lake or Lake Wolverine must submit a float plan. For activities on Lake Wolverine, the float plan must be submitted to the Wolverine Aquatics Director. For activities on Big Blue Lake, the float plan must be submitted to the Blackhawk Aquatics Director. Float plans must be submitted 24 hours prior to trip departure. All standards, including qualified supervision must be adhered to. The Aquatics Director has the right to deny a float plan.

## **Harassment Prevention and Bullying Policy**

### **Policy**

It is the policy of the Pathway to Adventure Council to maintain a Scouting environment based on respect and courtesy. This policy is in effect at all times at Owasippe Scout Reservation.

Pathway to Adventure Council does not tolerate harassment of any kind of our youth members, adult volunteers, employees, members of the public, or suppliers. Any form of harassment that violates federal, state or local law is a violation of this policy and will be treated as a disciplinary matter. This includes but is not limited to harassment related to an individual’s race, religion, creed, color, sex, gender, sexual orientation, national origin, ancestry, citizenship status, uniformed service member status, marital status, pregnancy, age, medical condition, physical or emotional disability, or status with regard to public assistance.

For these purposes, the term “harassment and bullying” includes slurs and any other offensive remarks, jokes, and other verbal, graphic, or physical conduct that denigrates or shows hostility or aversion to an individual because of any of these characteristics, and that has the purpose or effect of creating an intimidating, hostile or offensive environment, or of unreasonably interfering with an individual’s Scouting

participation. One type of harassment prohibited by this policy is sexual harassment, which includes unwelcome advances, requests for sexual favors, or other offensive verbal, visual, or physical conduct.

## **Complaint Procedure**

If you believe you have been harassed, or you become aware of an incident of the harassment of someone else which affects Scouting in any way, you are responsible for reporting the incident immediately to the Camp Director, Reservation Director, or Scout Executive. An accusation of harassment will be investigated quickly and firmly, and in connection with legal counsel or other investigator if appropriate. A substantiated violation of this policy will result in disciplinary action up to and including withdrawal of BSA membership. Reporting harassment will not result in any form of retaliation.

As Scouting volunteers, we know the Scout Oath and Law should be the only rules we need to live by. Your help in ensuring a positive Scouting environment for everyone is appreciated.

## **Swim Checks**

Prior to participating in any aquatic activity, each camper must complete a swim check and be issued a buddy tag. For details, please consult the Swim Classification Procedures section of this manual.

## **Totin' Chip**

- The Totin' Chip is a license for Scouts to carry an ax or knife. All Scouts must have a Totin' Chip card before they may carry an ax or knife at Owasippe.
- The Totin' Chip and the right to tote may be taken away if the Woodsman's Code is violated.

## **Two-Deep Leadership**

- Two Leaders are required with each Troop at Owasippe.
- Troops with more than 20 boys will need one additional Leader for each multiple of 10 boys after 20.
- The camp Scoutmaster must be at least 21 years of age.
- The second Leader must be 18 years of age.
- All people 18 years of age and older are considered adults in camp.
- All Leaders must be registered members of the Boy Scouts of America and must submit a State of Michigan youth protection form before being approved for camping at Owasippe.
- Leaders and Scouts may not stay in the same tent unless it is a parent/child situation.
- Leaders are responsible for the supervision of their Troop at all times.

## **Youth Protection Policy**

The youth protection policy of the Boy Scouts of America as described in the Guide to Safe Scouting is in effect at Owasippe Scout Reservation. All Campers and Staff are required to adhere to these policies and help enforce them. Violators of the youth protection policy will be asked to leave, and the Scout Executive of the unit's council will be informed of the violation.

## Youth Protection Training

It is the policy of the Pathway to Adventure Council that all adults who serve in any capacity with the Unit while at camp will be trained in the Youth Protection policies and procedures of the BSA. All Leaders eighteen years of age and older must show a signed training card, valid certificate of completion, or a signed copy of a BSA training report upon arrival at camp. Leaders are strongly encouraged to complete such training in their Councils or online, but the training is offered at the Ad Center Snack Bar. Consult the “Programs for Adults” section for more information.

## Vehicles and Parking

- All vehicles must be registered at check-in using the **vehicles in camp sheet** found in the appendix.
- All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations during the past two years, and possess a valid driver’s license.
- All campers and staff will wear safety belts while riding in a vehicle on camp property.
- All riders must remain seated and refrain from distracting the driver.
- All loading and unloading of campers and gear must be done OFF the roadway. Campers are to remain orderly and enter and leave the vehicle in single file.
- No one is allowed to ride in the back of ANY truck.
- The speed limit on all camp roads is **10 miles per hour**.
- Parking is limited to designated parking lots. Vehicles are not permitted to remain in campsites.
- Special parking permits for campers with special needs are issued by the camp director.
- Repeated or flagrant violation of these policies will result in denial of driving privileges or expulsion from camp.

## Visitor Policy

Parents and other visitors are welcome at Owasisippe. A visitor is defined as someone who stays for less than 36 hours at camp. Visitors who stay beyond that point are considered campers or volunteer staff and must comply with any and all standards that would apply.

All visitors must check in at the Ad Center. They will need to fill out the visitors’ log, which includes name and contact information as well as vehicle information. After this is complete, a wristband will be issued. Visitors who arrive after hours need to check in at the health lodge.

Visitors must get unit leader approval to stay in a campsite and may not be unsupervised with youth at any time they are at camp. Visitors may make arrangements with the Ad Center to stay in a cabin if needed. Hotel rooms are also commonly available in town.

# Annual Health and Medical Record Policy

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## **Policy on Use of the Annual Health and Medical Record**

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant. Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

**Parts A and B** are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

**Part C** is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle, accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

The annual health and medical record is a national BSA form. A copy of this form is in the appendix and can be downloaded from the national website: [www.scouting.org](http://www.scouting.org)

## **Medical Record Retention Policy**

The State of Michigan requires that the camp retain a copy of the Annual Health and Medical Record for up to three years after attending camp. As such, campers should plan on submitting a **copy** of their health form during medical rechecks. Owasippe will keep the copy submitted at check-in. Medical forms will be kept in locked storage.

## **Medical Recheck Policy**

The State of Michigan requires that every camper undergo a medical screening within the first 24 hours of arriving at camp. This is part of the unit check-in process in the section camp. Campers who arrive late must report to the camp office upon arrival at camp for their medical screening.



# Medication Policy

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The administration of prescription medication is the responsibility of the individual prescribed the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but the BSA does not mandate or necessarily encourage the leader to do so.

## **Medication Record**

The unit is required to turn in a list of all medication in camp. This includes prescription and over-the-counter medication. Use the medication form located in the appendix.

## **Medication Storage**

Medication should be stored in a secure place. Each unit is required to provide secure storage for all medication. The camp office is available if the unit does not have adequate storage, or requires refrigerated storage. Camp staff will not administer medication to Scouts or leaders.

# Swim Classification Procedures

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The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no requirement that this be the only place the test is conducted. All persons participating in BSA aquatics are classified according to their swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

## **Swimmer's Test:**

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating for about one minute.

## **Beginners Test:**

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

## **Administration of Swim Classification Test**

### **Option A (at unit level with council-approved aquatics test administrators)**

The swim classification test done at a unit level should be conducted by one of the following council approved test administrators: Aquatics Instructor: BSA, Aquatics Supervisor: BSA, Lifeguard: BSA, Red Cross Lifeguard, Red Cross Lifeguard Instructor, or Red Cross Water Safety Instructor. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at camp. The Pathway to Adventure Council requires that swim classification tests be conducted within the current calendar year prior to the unit's arrival at camp. The signed form must be presented upon arrival in camp. A copy of this form can be found in the Appendix.

### **Option B (at camp)**

The swim classification test is done during the first day of camp.

#### **Special Note**

When swim tests are conducted away from or at camp, the Aquatics Director shall reserve the authority to review or retest individuals or entire Troops to ensure that standards have been maintained.

# Emergency Procedures

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All campers must be completely familiar with Owasippe Emergency Procedures.

- Copies of the Emergency Procedures are posted in each camp office, program area, and campsite bulletin board.
- In the event that the section camp alarm (bell or horn) is sounded, ALL CAMPERS (adults and youth) must immediately report to the designated camp area. Your check in guide will identify the alarm in your section camp.
- An emergency drill will be conducted within 24 hours of each Troop's arrival at Owasippe. The alarm will sound and all campers will report to the designated area as if there were an actual emergency.
- Please note that there may be more updated versions of the emergency procedures at camp. Please consult your camp bulletin board and Commissioner for the most updated procedures.

## Accident or Illness

- Administer first aid within your capabilities.
- Notify the section camp office before going to the Health Lodge. Let the staff know why you are going, and have them call the Health Lodge and notify them that you are coming in.
- If accident or illness is severe, send runners to notify the camp office. Do not move the victim. Give the location and nature of the problem to the staff, and they will call for Health and Safety personnel to respond to you.
- In the event that a camper must be transported to a medical facility, an adult leader MUST accompany the camper to the hospital. Youth protection standards must be maintained.

## Evacuation

- Section camp alarm is sounded. All persons should report to the designated area immediately.
- Staff will be assigned to assist and direct campers to safety.
- If there is time, leaders should bring any prescription medications that may be stored in their site with them when evacuating.

## Fire in Camp

- If you discover a wild fire or structure fire, report it to the camp office or nearest staff member immediately. DO NOT attempt to fight the fire!
- Section camp alarm will be sounded. All persons should report to the designated area immediately. In the event that the designated area cannot be reached without crossing the fire zone, go to the nearest program area and locate a staff member to assist you.
- Once at the designated area, adult leaders should account for all Troop members and report any missing campers to the Camp Director.
- Adult leaders should stand ready to assist staff in dropping tents and removing any fuel cylinders from their campsites, if requested to do so.

## **Lost Person**

- If you must report a lost person, notify the section camp office or nearest staff member immediately. Be prepared to give pertinent information such as name, site, Troop, last known location, and any possible destination.
- A preliminary search will be conducted by staff members.
- If the preliminary search does not locate the subject, the section camp alarm will be sounded. All campers should report to the designated area for a head count.
- If the missing person does not report for head count, a full search will be implemented.

## **Lost Swimmer**

- If you must report a lost swimmer, notify the Aquatic Area Director immediately. Give the missing swimmer's name, unit, and site number, if known.
- Aquatic and Reservation Staff will begin search procedures.
- Section camp alarm will be sounded. All campers should report to the designated area for a head count.

## **Power Outages**

- In the event that power is off, causing the inter-camp telephones to be inoperable, the Camp Director will assign two drivers to be on standby to transport any sick Scout in a safe manner to the Health Lodge or to transport any messages if the need arises.
- The Camp Director will assign one driver to report the power outage to the Ad Center.
- Ad Center will send a messenger to all camps with emergency information.
- Back-up power sources will be initiated and an emergency telephone will be used.

## **Severe Weather**

- All aquatic areas, C.O.P.E., climbing, and the horse ranch will close when thunder or lightning occurs, no matter how distant.
- Troops should store all loose items and tighten tie-downs for possible high winds.
- Move away from streams (flooding) and lone trees (lightning hazard).
- As severe weather approaches, the section camp alarm may be sounded. If this occurs, report to the designated area immediately. Troops may be instructed to move to places of safety by staff members.
- If a warning is issued, outdoor emergency sirens will be activated. Take immediate shelter. Move into the interior portion of a solid structure if possible. If caught out in the open, lay down flat and cover your head.

# Food Service

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Owasippe provides a quality food service for all campers and staff throughout the summer. The food service staff are committed to providing meals that both meet the dietary needs of active Scouts and a flavor that they deserve. Food is served in a variety of venues across the reservation including the dining hall at Blackhawk, in campsites at Wolverine, and at the Food Prep building at Ad Center.

## Daily Food Counts and Guest Meals

In an attempt to make sure units are getting the proper amount of meals, a food count will be taken daily by the Commissioner. This food count sheet accounts for any dietary requests, food transfers, special requests, and guest meals. Guest meals are counted as meals that exceed the amount of paid participants. All guest meals will be charged as part of the unit settlement at the end of the week.

## Dietary Requests

The food service staff is committed to accommodating campers with special dietary needs. As part of the main menu, we provide a vegetarian option for each meal. In addition, provisions for gluten free meals, and other allergy needs are available. It is important that this information is communicated to the camp prior to or upon arrival at camp. Pre-Camp planner form has a section set aside for food needs. Please include the name of the camper and as many details about the dietary need as possible.

## Feedback

Feedback is always welcome as it helps us improve our overall service. During the mid-week leaders meeting, a member of our food service staff will be in attendance to address any issues and answer any questions. Meal suggestions are always welcomed and strongly considered for the next year. If there is an immediate issue with food, please contact your Commissioner or camp director quickly and they will help resolve any problems.

## Weekly Meals

A normal week of camp consists of seventeen (17) meals beginning with dinner on Sunday and ending with breakfast on Saturday. Stay-over units receive an additional three (3) meals. This includes a lunch and dinner on Saturday, and a brunch on Sunday.

## **Menu**

The camp menu is designed and approved by a licensed dietitian. It is designed to meet the dietary requirements of an active Scout and Leader. The menu is posted in conspicuous locations throughout camp including the campsite bulletin board. Calorie data is provided for each food item and for each meal. Detailed information on ingredients can be requested from the food service staff. Menu items can change over the course of the summer. All changes are approved by the reservation director.

## **Milk, Cereal, Bread, Peanut Butter, and Jelly**

Although the food provided for each meal should be adequate for active Scouts and leaders at camp, it is necessary to provide some supplemental food for those who need it. To that end, we provide milk and cereal at each and every breakfast, and bread, peanut butter, and jelly at each lunch and dinner. In addition, we feel that milk is an important part of an active Scout's diet and will be available at every meal.

Blackhawk campers will have a cereal station set up at breakfast and a peanut butter and jelly sandwich station set up at lunch and dinner in the dining hall.

Wolverine campers can request milk, cereal, peanut butter, jelly, and bread when they do their daily food count sheet, and it will be delivered the next day with their meal.

## **Blackhawk Dining Hall**

Meals in Blackhawk are served in the dining hall. The dining hall is the centerpiece of Camp Blackhawk and also contains the camp office. All meals in the dining hall are served cafeteria-style, and the camp has two dining sessions. This is needed to accommodate all our campers and maintain Michigan standards. Session meal times will be posted in a conspicuous place. A flag ceremony will be held between dining sessions at breakfast and dinner. Class A uniform is highly encouraged for dinner.

## **Waiters**

Each unit is expected to provide two waiters per table for each meal. The number of tables are dependent on unit size and will be explained at the dining hall orientation as a part of check-in. Waiters are expected to arrive at the dining hall 15 minutes prior to the start of the meal. Waiters are expected to set the table and deliver the food from the kitchen area prior to the meal. After the meal, they are expected to clear the tables. It is important that the waiters are on time and prepared to meet these expectations. It is also recommended for troops to send at least one experienced Scout per table to ensure setup and cleanup punctuality.

## **Wolverine: Campsite Dining**

Meals in Wolverine are delivered three times a day to your campsite. This style of eating allows for you to truly implement the patrol method. Hot food is delivered in Heater stacks and cold food is delivered in a cooler. Portions are measured according to the number of meals ordered through the commissioner. It is important that everyone is taking a proper serving size in order to ensure that everyone has enough food. Units should plan on bringing their own plates and utensils to eat the meals, as the camp does not provide them. Note: Food may also be ordered raw to allow for patrol cooking in your site.

### **Delivery**

Meals will be delivered around 8am, 12:30pm, and 6pm daily. Exact time will vary depending on where your campsite is along the delivery route. Each unit is encouraged to assign two Scouts to be responsible for meeting the food truck and bringing the food to the campsite. The Scouts who meet the truck should double check meal counts and collect any extras like bread, milk, and the like. This step is not required, but will help greatly if there are any food errors, as it will allow the kitchen to respond in a timely manner.

### **Clean-up**

After the meal is finished, the Troop should be prepared to wash the dishes and utensils used in the meals. Only wash those items that belong to the troop. Items from the food truck such as the heater stack, and the food pans need not be washed. When washing your dishes, be sure to use the three-pot method. Sanitizer tabs are available to your unit and will be passed out during the Sunday check-in. Your commissioner can be a resource on how to clean dishes if needed. Make sure all food garbage is properly bagged. Consult the garbage entry in the camp services section for details.

### **Wednesday Dinner Service**

On Wednesday, units will cook their steaks in their campsite. This is a great opportunity for Scouts to practice some cooking skills and for Scouts taking cooking merit badge to prepare one of their required meals. Food is ordered through your Commissioner. Raw steaks will arrive at the site about an hour before the food normally arrives at the sites, raw potatoes will be distributed to leaders at the leaders lunch Wednesday afternoon. Cooking grates should be brought with the unit to camp in order to cook the steaks.

Blackhawk- On Wednesday the dining hall will be closed for dinner service, and units will cook their steaks in their campsite.

Wolverine- in site

# Owasippe Trading Posts

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Owasippe boasts an impressive amount of souvenirs, custom merchandise, craft materials, merit badge resources, and camping supplies for our campers at our trading post locations. Hours of operation are posted at the trading posts and other conspicuous places throughout camp.

## Locations

Trading posts are located conveniently across the reservation. They include the following:

**Main Trading Post:** Located in the Ad Center complex, the main trading post has a diverse selection of trading post items for sale.

**Snack Bar:** Located in the Ad Center complex near the main trading post, the snack bar is the best place to get refreshments. These include soft serve ice cream, popcorn, fountain soda, nachos, as well as an assortment of healthy snacks.

**Wolverine Trading Post:** Located near the Wolverine North Lodge and the swimming pool, the Wolverine trading post provides a good selection of souvenirs and refreshments. It is also the place to purchase craft kits needed for the various handicraft programs.

**Blackhawk Trading Post:** Located near the Dining Hall and the Handicraft area, the Blackhawk trading post provides a good selection of souvenirs and refreshments. It is also the place to purchase craft kits needed for the various handicraft programs.



## Trading Post Hours:

|           |                                                             |
|-----------|-------------------------------------------------------------|
| Sunday    | 2:00 p.m.–5:50 p.m.                                         |
|           | 6:30 p.m.–8:00p.m.                                          |
| Monday    | 8:30 a.m.–12:00 p.m.                                        |
|           | 2:00 p.m.–4:45 p.m.                                         |
|           | 6:30 p.m.–8:15 p.m.                                         |
| Tuesday   | 8:45 a.m.–12:15 p.m.                                        |
|           | 2:00 p.m. –4:45 p.m.                                        |
|           | 6:30 p.m.–8:15p.m.                                          |
| Wednesday | 8:45 a.m.–12:15 p.m.                                        |
|           | 2:00 p.m.–5:15p.m.                                          |
|           | 6:30 p.m.–8:15p.m.                                          |
| Thursday  | 8:45 a.m.–12:15p.m.                                         |
|           | 2:00 p.m.–5:15p.m.                                          |
|           | 6:30p.m.–8:15p.m.                                           |
| Friday    | 8:45 a.m. –12:15 p.m.                                       |
|           | 4:00p.m.–5:30 p.m.                                          |
|           | 6:30 p.m.–8:00p.m.                                          |
| Saturday  | Closed: visit the Main Trading Post prior to your departure |

Hours subject to change

## Products

The trading post carries a wide variety of products. They include, but are not limited to, the following:

**Refreshments:** Candy and snacks, ice cream, soda pop, Vitamin Water, fruit snacks, and peanuts.

**Souvenirs:** Camp hats, camp t-shirts, camp patches, camp mugs, camp sweatshirts, and camp belt buckles.

**Awards:** Owasippe Segments.

**Books:** Merit badge books, Scout handbooks, Scoutmaster handbook, nature resource books, and song & skit books.

**Miscellaneous:** Playing cards, games, postcards, bumper stickers, toiletries, and batteries.

**Camp Gear:** Knives, mosquito netting, flashlights, camp chairs, cook kits, and eating utensils.

**Craft Items:** See next section for more details.

## Craft Items

Some of the most popular programs at camp are the handicraft merit badges. Each merit badge requires Scouts to construct a number of projects. All the necessary project kits and supplies can be purchased at the trading post. Below is a list of the merit badges offered in handicraft and the items that are typically available. Prices are estimates and are subject to change.

### Leatherwork Merit Badge

- Leather Lacing: \$1.50 for the first yard, \$1.00 for each additional yard.
- Plastic Lacing: \$1.00 for the first yard, \$.50 for each additional yard.
- Wallet, belt or cell phone case: \$10.00
- Large mystery braid or bookmark: \$3.00
- Key fob: \$3.00
- Coin Purse: \$5.00
- Small Knife Pouch: \$6.50
- Large Knife Pouch: \$7.50
- Neckerchief Slide: \$3.50
- Assorted Leather Shapes: \$.75 - \$1.50
- Leather Round: \$3.00

### Woodcarving Merit Badge

- Wood Block: \$1.00
- Neckerchief Slide: \$3.50

### Basketry Merit Badge

- Basket Kit: \$5.50
- Stool Kit: \$13.00

### Indian Lore Merit Badge

- Moccasin Kit: \$15.00
- Ankle Bells Kit: \$5.00
- Choker Kit: \$6.00
- Dream Catcher Kit: \$5.00
- Talking Feathers Kit: \$5.00
- Mini Teepee Kit: \$5.00
- Medicine Pouch: \$6.00
- Baby Moccasins Kit: \$7.00

## Special Merit Badge Supply Sale

The trading post will be open on Sunday afternoon and evening and Monday morning selling merit badge supplies. These include handicraft merit badge supplies as well as merit badge books. This time is designed for an adult leader to purchase the necessary materials for these programs for his or her troop. During this time, the adult leader can charge the cost of the materials to settlement at the end of the week. This is the only time that the trading post will allow for charging items to be paid at settlement. Don't miss out on this great opportunity.

## Sons of Owasippe

Every year, Owasippe provides a special commemorative patch and t-shirt set depicting the sons of chief Owasippe described in the introductory story of this manual. Units are encouraged to order these

special items prior to camp. Pre-camp orders get a special discount on the price. Orders may be picked up at the main trading post any time during your week of camp. See the order form in the appendix for ordering information and price.

## **Credit Policy**

The trading post does not extend credit to units. The only exception to this is on Sunday and Monday for merit badge supplies. Any and all charges must be reconciled at settlement. The trading post does accept the following credit cards: Visa, MasterCard, American Express, and Discover.

## **Segment Program at Owasippe**

Owasippe provides a number of great program opportunities. As such there is a special recognition program that allows campers to proudly display all the different things they have accomplished over the years. Each segment can be purchased at the trading post and is to be worn around the Owasippe patch on the uniform.

**Astronomy:** Participate in a star hike.

**Blackhawk:** Camp one week at Blackhawk.

**Chapel:** Participate in the vespers program at camp.

**Climbing:** Attend a session of open climbing at the climbing tower.

**COPE:** Participate in the COPE program.

**Craft:** Make something at the handicraft area.

**E. Urner Goodman Museum:** Visit the museum.

**Hiker:** Hike one of the main hiking trails. Each segment is color coordinated with its associated trail. See the Camp Services section for more information on the trail system.

**Horseback:** Participate in Wrangler Outpost.

**Leader:** Serve as an adult leader for one week at Owasippe.

**OA Ceremony:** Participate as a ceremonialist at an Order of the Arrow ceremony at camp.

**Pathfinder:** Successfully complete the week-long Pathfinder program.

**Photography:** Participate in Photography Merit Badge.

**Polar Bear:** Participate in the Polar Bear Swim.

**Reneker:** Camp one week at Reneker.

**Sailing:** Participate in Open Sailing at the Fossett Sailing Base at Blackhawk Aquatics.

**Staff:** Serve one summer as camp staff at Owasippe.

**Tubing:** Participate in a River Tubing trip.

**Water sports:** Participate in Lake Tubing.

**Wilderness Survival:** Participate in the Wilderness Survival overnighiter.

**Wolverine:** Camp one week at Wolverine.

**Year Segments:** Camp at Owasippe and receive the current year segment. Year segments from past years may be purchased from the trading post while supplies last.

# Program

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This section includes all the information you need to know to decide how to spend your time at Owasippe. Everything from Merit Badge and High Adventure Outpost programs to evening and adult programs are here.

## Planning Your Troop Program

### Introduction

For a century, Owasippe Scout Reservation has proudly presented Scouts and Scouters with an exciting summer camp experience, and our 105<sup>th</sup> year is no different. One of the most wonderful parts of Owasippe is all the fun and adventure provided to Scouts and Scouters from all over the country. Yet, while fun and adventure is key, the process of planning your trip is a very important step towards maximizing the enjoyment of your stay. As such, this section has been prepared to help leaders, parents, and Scouts plan the best summer camp experience possible.

This year there have been some small changes to our program of which we are proud to boast. And while change may be hard to accept, we guarantee that the new programs, services, and merit badge rotation will not only streamline your experience over time, but will also make your stay at camp much more rewarding for your Scouts.

To ensure a well-rounded summer camp experience, your camp program should allow time for all your Scouts to participate in these three activity areas:

1. **Personal Advancement.** This can involve rank advancement offered through the Pathfinder (first-year camper) program and the many merit badge programs offered at Owasippe.
2. **Troop Time.** Owasippe offers plenty of opportunities for your Troop to participate in troop programs, including outposts such as canoeing, tubing, or horseback riding. Additionally, troop swims, hikes, and camp-wide games are wonderful for your Scouts and use the patrol method.
3. **Personal Interests.** This could involve attending open programming in the afternoon and evenings including fishing, open boating, rifle shooting, or visiting areas of camp that Scouts may be interested in, such as Paradise Valley and the Quaking Bogs.

## Merit Badges and Outposts

Merit badge programs at Owasippe Scout Reservation are an excellent opportunity for your Scouts to have a “hands-on” experience. The merit badge programs at Owasippe are aimed to provide fun with a purpose and practical applications.

When selecting merit badges, you and your Scouts should be mindful to choose badges that are appropriate to their abilities. This may be related to age, experience, and rank. Accordingly, this guide will provide a *suggestion* on the skill level of various merit badge programs. They will be labeled as **beginner**, **intermediate**, and **advanced**.

**Beginner.** Beginner badges are aimed towards first and second year Scouts. These badges help a Scout learn and apply basic skills from each of the program areas. In many cases, they set a foundation for many merit badges a Scout will complete later in his Scouting career.

**Intermediate.** Intermediate badges may appeal to second- and third-year Scouts. They are more challenging than beginner badges. These badges are generally aimed towards First-class Scouts.

**Advanced.** Advanced badges are recommended for Scouts in their fourth or later years at camp. These programs are the most challenging and are designed to keep an older Scout engaged and interested.

## Block Schedule

This summer, the merit badge programs at Owasippe Scout Reservation will be offered in a block schedule. This schedule is aimed at giving Scouts more time in class sessions and to create a uniform schedule across the reservation.

## How it works

Each program will be based on a 90 minute block of time, and most classes will meet twice over the course of the week for two blocks each session. For example, Swimming MB 1 meets on Monday from 9 a.m. until 12 noon and Wednesday from 9 a.m. until 12 noon. Some advanced programs will meet for two blocks each day of the week (except Friday), and other less-challenging programs will meet twice throughout the course of the week, for only block each session. Most outpost programs last for one 90 minute block. This will allow most Scouts to take two morning merit badge programs and two afternoon merit badge programs. Alternately, a Scout could have two morning merit badge programs, an afternoon merit badge program on Monday and Wednesday, and leave some space on Tuesday and Thursday for a horse trail ride, open rifle, open swimming, or a troop tubing trip.

## The Program Entry

Each program is described in a program entry later in this section of the manual. Let's continue to use Swimming merit badge as an example. To the right, you will see the Swimming Merit Badge entry as it appears later in this manual. As you can see there are 6 parts to this entry, and they are numbered in red for reference. Box 1 includes the name of the program, and Box 2

### <sup>1</sup>Swimming Merit Badge

### <sup>2</sup>Intermediate

<sup>3</sup>Swimming MB 1(BH – MW 1&2)  
Monday and Wednesday 9am – 12pm  
Swimming MB 2(BH – TR 1&2)  
Tuesday and Thursday 9am – 12pm

<sup>4</sup>While this merit badge is recommended for Scouts age 12 and older, younger candidates with an extensive swimming background may be able to meet all or most of the requirements with little or no formal instruction. Most Scouts, however, will need instruction on proper technique prior to completing the requirements.

#### <sup>5</sup>Prerequisites : Swimmer Classification

Additional Cost: None

Location: Aquatics

<sup>6</sup>Notes: Please make sure that every Scout taking Swimming MB brings a pair of jeans, a long-sleeved button-up shirt, belt with a collar, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts must be classified as a swimmer to work on this merit badge.

lists the difficulty level. Box 3 is a listing of all the class names included in this program, as well as the times that they meet. Box 4 is a description of the program, and Box 5 contains any prerequisites, additional cost, and the location where the program meets. Lastly, Box 6 is the notes, which contain any special information regarding the program.

### The Program Class Code

You will notice that each class in the program entry has a code in parentheses. The code is there for a few reasons but it is fairly straightforward. Let's look at a class entry. *Swimming MB 1 (BH – MW 1&2)*

The class name is Swimming MB 1. In this example, it is the first of two swimming merit badge classes offered in camp. That class name is all that is needed to differentiate the two different swimming classes. The code helps refine it and provide more information. The code reads: (BH – MW 1&2). The BH before the dash signifies which camp it is in; BH signifies Blackhawk, while WL is Wolverine, and HA is High Adventure. The information after the dash is a day and time code. In this example, the class meets Monday and Wednesday, blocks 1 and 2. So, this class would meet Monday and Wednesday morning from 9 a.m. until 12 noon. See below for a list of all the codes and what they mean.

**Block 1:** 9:00a – 10:30a  
**Block 2:** 10:30a – 12:00p  
**Block 3:** 2:00p – 3:30p  
**Block 4:** 3:30p – 5:00p  
**Block 5:** 7:00p – 8:00p  
**Block 6:** 8:00p – 9:00p

**M:** Monday  
**T:** Tuesday  
**W:** Wednesday  
**R:** Thursday

### Planning Process

In order to ensure that you maximize your time at camp, you should set aside ample time to prepare. Of course, the first step is to figure out what you and your Scouts would like to get out of the experience. To help, please use this manual to view descriptions, information, and schedules of the countless programs offered at camp.

This year, one of the useful tools at your disposal is an online registration system. This program will allow you to pre-schedule your Scouts in merit badge classes and to sign up for High Adventure programs. Accordingly, to help aid your planning, we have provided a worksheet for your Scouts to use in organizing their trip. This worksheet can be found in the appendix and is available for download on the Council website.

### Partial Merit Badge Completion

Scouts coming to camp with Merit Badges they have partially completed will have the opportunity to complete them throughout their week. Scouts will be able to complete partials during open program

times, or they can setup a specific time with the area director for the merit badges that need completion. Scouts should know which requirements they have left to complete when meeting with the area director.

## Important Steps

1. Explain to your Scouts what Owasippe Scout Reservation has to offer. Ask them to identify merit badges and programs they would like to participate in. This guide is a great place to start.
2. At a Troop meeting, spend some time discussing with your Scouts the various programs they are interested in. This would be an appropriate time to choose troop and patrol activities such as canoe trips, trail rides, or tubing. This way, you can avoid possible scheduling conflicts later in the planning process.
3. Determine each individual Scout's needs. This program guide will help. Pay special attention to the difficulty level of badges and activities. A large portion of your time at camp should be allotted for individual Scout advancement and activity, but do not forget troop activities.
4. Ask Scouts what they want from camp. Discuss with each Scout one-on-one regarding their schedule. Then use the registration worksheets provided in this guide to help them to select the merit badges and activities they are interested in. Make sure they have not overbooked themselves. Note that when Scouts miss a merit badge class, they will most likely receive a partial.
5. Review each Scout's schedule. Ensure that there are no time conflicts.
6. Finally, use the online registration system on the Council website to sign-up your Scouts starting March 1.

## Online Program Sign-up

### Introduction

Planning out your Troop's program for summer camp is an important part of getting ready for summer camp. The next step is communicating those choices to the staff at Owasippe. As camp staff, they are committed to providing a top-notch program for your Scouts. Knowing which and how many Scouts are coming will greatly help them prepare. There are also programs in the High Adventure and Outpost section that have limited space and extra cost. It is important that we manage our sign-ups for these programs ahead of time.

With this in mind we at have implemented an online program sign-up. This process will help you, the unit leader, to organize the activities that your Scouts will be participating in over the course of the week, as well as help the staff prepare. This section will explain how to use the online sign-up and what resources are available to you. You will need access to a computer with an internet connection.

### Resources

This manual includes a number of resources to help you plan your program and use the online sign-up feature. Below is a list of what they are and where they can be found.

1. **Scout Program Worksheet.** This worksheet, located in the appendix, is a tool you can use to have your Scouts put down on paper what they want to do at camp. This has spots for them to write the class name and numbers in and organize preference. It is designed to help make the

process of signing up online easier. The worksheet can be easily removed and copied for distribution.

2. **Master Schedule.** This is a separate sheet that includes all merit badges offered in camp as well as all high adventure merit badges offered.
3. **Program Section.** This section of the Manual has every program offered at Owasippe organized to make it easy for online sign-up. This will be your most useful resource in the planning and sign-up process. All the class names and terminology in this section will also match the terminology used online.

A separate online sign-up resource sheet, including screen shots, will be made available on the council website.

## High Adventure and Outpost Programs

It is important to note that High Adventure programs will be utilizing this process for early sign-up. In the past we have requested units to send in a worksheet with their requests. The online sign-up process will replace that system. However, it will be possible to supplement High Adventure and Outpost sign-ups at check-in and throughout the week. That said, many popular programs will fill up quickly and not participating in the online sign-up may deny an opportunity to your Scouts. It is important to register the correct Scouts for the programs in which they are participating. Multiple entries of the same Scout's name may only register as one entry.

## Individuals

The online sign-up process will require you to include the individual names of the Scouts participating. As a result, you will end up with an individual schedule for each Scout in your unit. You will have the opportunity to update and change your sign-ups throughout the time leading up to camp.

## Availability

Online sign-up will be available starting March 1<sup>st</sup> and **will end two weeks prior to your arrival at camp.** All sign-ups and any subsequent changes must happen during this period. You will not be able to make any changes online after the deadline. That said, we will be flexible in accommodating any changes that may happen after that point upon your arrival at camp.

## Payments

Some programs require an additional fee. We will not be collecting any money for these programs using the online system. All payments for extra programs will be made at camp, and will be a part of the settlement process described earlier in this manual.



# Camp Programs:

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## **Blackhawk Aquatics**

The Blackhawk Aquatics area consists of over 285 feet of beautiful scenery on the shoreline of Big Blue Lake. Scouts will enjoy swimming in the lakefront swimming area and launching their boats from our sandy shores. The waterfront is conveniently located near the magnificent Dining Hall and is available for merit badges and open swim. During the evenings it is “Pure Michigan” as Scouts can sail, fish, and go tubing behind one of our powerboats. The Blackhawk Aquatics area is home to the Fossett Sailing Base, which houses our magnificent sailing and powerboat programs. The Sail Base offers multiple opportunities, from merit badges to open sailing. Come down and see what it is all about.

## **The Blackhawk Aquatics area proudly hosts:**

- Swimming Merit Badge
- Life Saving Merit Badge
- Rowing Merit Badge
- Canoeing Merit Badge
- Open Swim
- Lap Swim/Mile Swim
- Polar Bear Swim
- Kayaking Merit Badge
- Open Boating(canoes, rowboats, and kayaks are available)

## **Wolverine Aquatics**

The Wolverine Aquatics area consists of an Olympic-sized swimming pool and a beautiful private lake. The pool is centrally located next to the North Lodge and is available for merit badges and open swim. During the evenings, it can be reserved for a lone troop swim. The Wolverine Boat Docks is home to all of the canoeing and row boating needs that any Scout may have. The boat docks offer multiple boating opportunities, from merit badges to open boating.

### **Pool**

- Swimming Merit Badge
- Life Saving Merit Badge
- Instructional Swim
- Open Swim (3-5pm)
- Lap Swim (2pm)
- Mile Swim
- Leader Swim (M-TH 1:00-1:45pm and T-TH 5:00-5:45pm)
- Lone Troop Swim
- Polar Bear Swim

## Boat Docks

- Kayaking Merit Badge
- Canoeing Merit Badge
- Rowing Merit Badge
- Open Boating (canoes, rowboats, and kayaks are available)
- Channel Swim

## Handicraft

**Blackhawk** Sterling's Craft Village, commonly known as Handicraft, is located beside the magnificent Dining Hall, at the base of Wilderness Hill. In this area, Scouts will have the opportunity to show off their creativity and artist skills through a number of different outlets. Scouts of all ages will have a chance to experience working with leather tools, basket weaving, and even make their very own sculpture! Truly a great place for younger Scouts to make something to take home and give to Mom.

### Programs offered

- Indian Lore Merit Badge
- Basketry Merit Badge
- Leatherwork Merit Badge
- Sculpture Merit Badge
- Woodcarving Merit Badge

**Wolverine** The Wolverine Handicraft area is located in the South Lodge. In this area Scouts will have the opportunity to show off their creativity and artist skills through a number of different outlets. This area gives Scouts of all ages a chance to experience working with leather tools, and basket weaving. Handicraft is truly a great place for all younger Scouts to make something to take home and show Mom.

### Programs offered

- Basketry Merit Badge
- Leatherwork Merit Badge
- Woodcarving Merit Badge
- Indian Lore Merit Badge
- Indian Lore Game Night

## Scoutcraft

**Blackhawk** Down at Scoutcraft, Scouts will have every opportunity to learn all their outdoor skills. This area focuses on necessities to make every camping trip a more enjoyable experience. Scouts will learn proper technique in how to tie knots, lash things together and care for rope, how to pitch a shelter and set-up a campsite, how to prepare for and cook a meal over an open fire, survive in the wilderness, and a number of other key skills to being a successful Scout. Awesome times and great friends are made all while in the midst of towering pioneering projects. So, come join us in the beautiful valley at the base of Checageau Hill, the home of Blackhawk Scoutcraft!

### Programs Offered:

- Cooking Merit Badge
- Camping Merit Badge
- Pioneering Merit Badge
- Wilderness Survival Merit Badge
- Emergency Preparedness Merit Badge
- Pioneering Projects
- Wilderness Survival Overnighter
- Firem'n Chit & Totin' Chip Demonstration
- Paul Bunyan Award (Tuesday Thursday afternoons)

**Wolverine** In the Scoutcraft Area scouts will have the opportunity to learn all their outdoor scouting skills. This area focuses on techniques to make every camping trip a more enjoyable experience. Scouts will learn knots, how to pitch tents, cook on a campfire, and wilderness survival skills. All of this will be done in the shadow of the awesome pioneer projects that are featured in the scenic lakeside Scoutcraft area.

- Programs Offered
  - Cooking Merit Badge
  - Camping Merit Badge
  - Pioneering Merit Badge
  - Wilderness Survival Merit Badge
  - Orienteering Merit Badge
  - Emergency Preparedness Merit Badge
  - Firem'n Chit & Totin' Chip Demonstration
  - Leave No Trace
  - Paul Bunyan Woodsman (Thursday Evenings)

## **Blackhawk Troops -Nature**

View and learn about “All the Wealth of Earth and Heaven” at our beloved Nature Center. Scouts will learn about their natural environment and how ecosystems interact. More importantly, your Scouts will learn how to become stewards of the wilderness and how to preserve our wonderful planet. The area is located down the lake trail from Aquatics atop a hill, looking over Big Blue Lake. While at Nature, Scouts will learn how to identify multiple types of plants and wildlife. They will also be able to have up-close and personal encounters with multiple animals on display and contribute to our ongoing mammal shelter.

Programs offered:

- Environmental Science Merit Badge
- Mammal Study Merit Badge
- Weather Merit Badge
- Forestry Merit Badge
- Fish and Wildlife Merit Badge
- Fishing Merit Badge
- Pulp and Paper Merit Badge
- Soil and Water Conservation Merit Badge
- Conservation Projects

## **Wolverine Troops - Ecology/Conservation**

In the Eco/Con Area Scouts will have the chance to learn more about the environment and how they play a role in conservation. The area is located right on beautiful Lake Wolverine and features great fishing. While in the area, Scouts will learn how to identify multiple types of plants and wildlife, as well as be able to have up-close and personal encounters with animals on display in the area holding tanks.

- Programs offered
  - Environmental Science Merit Badge
  - Soil and Water Conservation Merit Badge
  - Mammal Study Merit Badge
  - Forestry Merit Badge
  - Oceanography Merit Badge
  - Nature Merit Badge
  - Fishing Merit Badge
  - Pulp and Paper Merit Badge
  - Fish and Wildlife Management Merit Badge
  - Star Party

## Shooting Sports

**Blackhawk Troops-** Shooting Sports is the area to go for all your field sport needs. Scouts will have the opportunity to learn safe handling techniques and learn how to properly use multiple firearms. Our three different ranges provide training in using rifles, shotguns, and archery equipment. During the week Scouts will have the opportunity to shoot at everything from targets, MONSTERS, and maybe even some junk they find lying around their site.

- Rifle Range
  - Rifle Shooting Merit Badge
  - Open Rifle Shoot
  - Black Powder Rifle Shoot
  - The Leader's Challenge
  - Pathfinder Range Orientation
  - Junk Shoot
- Shotgun Range
  - Shotgun Shooting Merit Badge
  - Open Shotgun shoot
- Archery Range
  - Archery Merit Badge
  - Open Archery

**Wolverine Troops-** While in this area, Scouts will have the opportunity to learn safe handling techniques and how to shoot multiple firearms and archery equipment. Our three ranges provide training using rifles, shotguns, and archery equipment. During the week Scouts will have the opportunity to shoot everything from targets and fruit to junk they find lying around their site.

- Rifle Range
  - Rifle Shooting Merit Badge
  - Open Rifle Shoot
  - Black Powder Rifle Shoot
- Shotgun Range
  - Shotgun Shooting Merit Badge
  - Open Shotgun shoot
  - Buffalo Bill's Wild West Shotgun Shooting Experience Extravaganza
- Archery Range
  - Archery Merit Badge
  - Open Archery
  - Fruit Shoot
  - Robin Hood Shoot
  - Survival Archery

## Pathfinder Program

The Pathfinder Program is recommended for first year Scouts. In this program, Scouts work on a number of different skills and rank advancements while experiencing much of what the camp has to offer. The program is held Monday-Thursday mornings in the Pathfinder area; scouts will have the opportunity to explore skills and activities within the Scoutcraft, Eco/con, and Aquatics areas. Throughout the week, Scouts will visit the different program areas and work on their swimming skills, take a nature hike and learn how to identify at least 10 different types of plant life, and be taught multiple knots and lashings. At the closing campfire, scouts will be honored in a small graduation ceremony.

There will be an afternoon section of swimming merit badge, which is open only to pathfinders, this will allow pathfinders to participate in the program and still have the opportunity to earn swimming merit badge.

# Camp Blackhawk Master schedule

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### Pathfinder (First Year Camper Program)

Beginner

**Pathfinder (BH – MTWR 1&2)**  
Monday through Thursday 9am-12pm

**Prerequisites:** None  
**Additional Cost:** None  
**Location:**

The Pathfinder program is an interactive outdoor education experience, which introduces first year campers to Owasippe. The program allows Scouts to complete many outdoor skill requirements for the ranks of Tenderfoot, Second Class, and First Class. Pathfinder is supervised by Camp Wolverine's commissioners, who are among the most experienced staff members on reservation.

Pathfinder activities include: Basic knots, flag ceremonies, plant and animal identification, basic aquatics rescues and safety, and, camping skills. Pathfinders will visit different program areas throughout the week and learn a little about what each one has to offer.

Optional activities which complement the Pathfinder program are Scoutcraft's Totin' Chip and Fire'n Chit demonstration on Monday evening and the Eco-Con Nature Trail Hike.

Additionally, each Scout is also encouraged to enroll in Merit Badge classes to help supplement their skills and to complete additional rank requirements not covered within Pathfinder instructional times. Recommended merit badges are: Swimming, Leatherwork, Mammal Study, and Pulp and Paper.

**Notes:** *Pathfinder* is not simply aimed towards rank advancement, but also to encourage fellowship and fun at Owasippe. Each Scout will participate in patrol building games; participate in camp-wide flag raising ceremonies, and take part in a graduation ceremony honoring them. *Pathfinder* is a program designed as a supplement to our existing program structure.

## Aquatics Programs

### Lifesaving Merit Badge

### Advanced

**Lifesaving MB 1(BH – MW 1&2)**  
Monday and Wednesday 9am – 12pm  
**Lifesaving MB 2(BH – TR 1&2)**  
Tuesday and Thursday 9am-12pm

Lifesaving merit badge is designed to prepare a 13 to 15 year-old Scout to respond *safely* and effectively to water emergencies. Because Lifesaving involves swimming assists, the Scout is expected to arrive to camp having strong swimming skills. A 400 yd. swimming prerequisite will be required from each Scout on the first day. Scouts that are unable to perform the prerequisite in good form will not be allowed to challenge the remaining requirements for the merit badge.

**Prerequisites:** Swimmer Classification, Swimming Merit Badge (recommended)  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** Please make sure that every Scout taking Lifesaving MB brings a pair of jeans, a long-sleeved button-up shirt with a collar, belt, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #7e, 20 second rescue, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge.

### Swimming Merit Badge

### Intermediate

**Swimming MB 1(BH – MW 1&2)**  
Monday and Wednesday 9am – 12pm  
**Swimming MB 2(BH – TR 1&2)**  
Tuesday and Thursday 9am-12pm  
**Swimming MB Pathfinder (BH-TR 3&4)**  
Tuesday and Thursday 2pm-5pm

While this merit badge is recommended for Scouts age 12 and older, younger candidates with an extensive swimming background may be able to meet all or most of the requirements with little or no formal instruction. Most Scouts, however, will need instruction on proper technique prior to completing the requirements.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** Please make sure that every Scout taking Swimming MB **brings** a pair of jeans, a long-sleeved button-up shirt, belt with a collar, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge.

## Open Swimming

## Beginner

### Open Swimming

Monday through Thursday 2pm – 5pm

Looking for a way to cool off from the summer heat? Come down to the lake front for a swim! The non-swimmer, beginner, and swimmer areas will be open.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** You do not need to sign up ahead of time for this program. Just show up any time during open swim and enjoy the water. Please make you bring a buddy that has the same swim classification. \*MW afternoons is designated for Pathfinder Swimming MB so space may be limited.

## Canoeing Merit Badge

## Intermediate

### Canoeing MB 1(BH – MW 1&2)

Monday and Wednesday 9am – 12pm

### Canoeing MB 2(BH – TR 1&2)

Tuesday and Thursday 9am-12pm

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. This badge is designed for Scouts age 12 and older.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** Scouts must be classified as a swimmer to work on this merit badge. Every participant in canoeing instruction should fully understand and appreciate the limits of ability and experience.

## Open Boating

## Intermediate

### Open Boating

Monday through Thursday 2pm – 5pm

Practice your canoeing and rowing skills, or take a boat out to have fun.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** You do not need to sign up ahead of time for this program. Just show up any time during open boating and enjoy the water. Please make sure you bring a buddy!



## Rowing Merit Badge

## Intermediate

### Rowing MB 1 (BH-MW 1&2)

Monday and Wednesday 9am-12pm

### Rowing MB 2 (BH- TR 1&2)

Tuesday and Thursday 9am-12pm

Rowing, the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. Scouts will learn how to identify the basic parts of the rowboat and the oar, as well as, perform maneuvers and rescue techniques.

**Prerequisites:** Swimmer Classification

**Additional Cost:** None

**Location:** Aquatics

**Notes:** Scouts must be classified as a swimmer to work on this merit badge. Every participant in rowing instruction should fully understand and appreciate the limits of ability and experience.

## Scoutcraft Programs

## Wilderness Survival Merit Badge

## Intermediate

### Wilderness Survival MB (BH –MW 1&2)

Monday and Wednesday 9am-12pm

Survival in the wilderness does not depend so much on what you have, but on your knowledge and ability to use what you have. How do you think you would fare in a survival situation? Could you build a shelter? Could you light a fire without matches? Could you forage for food and purify water? This merit badge prepares you, because one day you may need it.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Scoutcraft

**Notes:** Scouts in Wilderness Survival merit badge must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnigher; where staff will oversee the construction of the shelters and supervise Scouts overnight. Scouts will only be allowed to bring a sleeping bag and their survival kit.

## Pioneering Merit Badge

## Advanced

**Pioneering MB (BH –TR 3&4)**  
Tuesday and Thursday 2pm-5pm

Pioneering is the art of using ropes and wooden spars joined by lashings and knots to create a structure. It can be used for constructing small items such as camp gadgets up to larger structures such as bridges and towers. Pioneering is used to teach practical skills, teamwork and problem solving. Skills include knot tying, lashing, whipping, splicing, and skills related to the use, care and storage of ropes, spars and related pioneering equipment.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Scoutcraft

**Notes:** Scouts in Pioneering merit badge must carry out a pioneering project. Scouts should complete it by participating in the Scoutcraft pioneering project.

## Camping Merit Badge

## Intermediate

**Camping MB 1 (BH –MW 1&2)**  
Monday and Wednesday 9am-12pm  
**Camping MB 2 (BH –TR 1&2)**  
Tuesday and Thursday 9am-12pm

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Scoutcraft

**Notes:** Scouts in Camping merit badge have the opportunity to complete requirement 9c during the camp conservation project. Scouts will need to turn in the merit badge checklist to their counselor prior to Thursday. Scouts will also need to complete the rappelling requirement. Please see the Scoutcraft Director to find out when the climbing tower will be available for scouts taking camping.

## Emergency Preparedness

## Advanced

### **Emergency Preparedness MB (BH –TR 1&2)**

Tuesday and Thursday 9am-12pm

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency

**Prerequisites:** First Aid Merit Badge (Requirement #1)

**Additional Cost:** None

**Location:** Scoutcraft

**Notes:** Scouts in Emergency Preparedness merit badge must show proof of First Aid merit badge prior to starting this badge. Attendance in the emergency drill is mandatory for completion; see the Scoutcraft Director for additional information.

## Cooking Merit Badge

## Beginner

### **Cooking MB 1 (BH –MW 1&2)**

Monday and Wednesday 9am-12pm

### **Cooking MB 2 (BH –TR 1&2)**

Tuesday and Thursday 9am-12pm

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, methods of food preparation, and will review the variety of culinary careers available.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Scoutcraft

**Notes:** Throughout the week, Scouts will have plenty of opportunities to cook in their campsite. This can be set up 24 hours in advance with your Commissioner.

## Nature Programs

### Environmental Science Merit Badge

**Advanced**

#### Environmental Science MB 1

(BH –MW 1&2)

Monday and Wednesday 9am-12pm

#### Environmental Science MB 2

BH – TR 1&2)

Tuesday and Thursday 9am-12pm

The BSA has taught more than 110 million young environmentalists throughout its history. Currently, the BSA continues to train the youth of America in principles of conservation and environmental science. While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmentalist, making observations and carrying out experiments to investigate the natural world. Environmental Science is one of the required merit badges for the World Conservation Award as well as the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology - Conservation

**Notes:** All paperwork for Environmental Science is requested by Thursday by 5pm. Scouts are encouraged to complete paperwork requirements prior to arriving at camp. Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

### Soil and Water Conservation Merit Badge

**Intermediate**

#### Soil and Water Conservation MB

(BH– TR 1&2)

Tuesday and Thursday, 9am-12pm

Conservation isn't just the responsibility of the soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly. Soil and Water Conservation Merit Badge is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology-Conservation

**Notes:** Scouts taking Soil and Water conservation are required to participate in the soil and water conservation project in conjunction with Scouts working on camping conservation project. See the Eco-Con Director for details. Some Ecology merit badges require observation and lengthy outside requirement. Please consult the merit badge pamphlet prior to arriving at camp.

## Forestry Merit Badge

## Advanced

### Forestry MB (BH – MW 1&2)

Monday and Wednesday 9am-12pm

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests. Forestry is one of the elective merit badges for the World Conservation Award and the William T. Hornady Award. Forestry was one of the original 57 merit badges issued by the Boy Scouts in 1911.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology-Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Mammal Study Merit Badge

## Beginner

### Mammal Study MB 1 (BH – MW 1)

Monday and Wednesday 9am-10:30am

### Mammal Study MB 2 (BH – TR 4)

Tuesday and Thursday 3:30-5:00pm

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal. Mammal Study merit badge is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology - Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Fishing Merit Badge

Beginner

### Fishing MB 1 (BH – TR 1)

Tuesday and Thursday 9:00-10:30am

Baden-Powell said that every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish. Fishing merit badge is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology - Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Fish and Wildlife Management Merit Badge

Beginner

### Fish and Wildlife Management MB (BH –TR 3)

Tuesday and Thursday 2pm-3:30pm

Wildlife management is the science and art of managing the wildlife both animals and fish with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy. Fish and Wildlife Management is one of the elective merit badges for the World Conservation Award and the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology - Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Pulp and Paper Merit Badge

## Beginner

### Pulp and Paper MB (BH – TR 4)

Tuesday and Thursday, 3:30pm-5pm

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper. Pulp and Paper is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology-Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Weathe Merit Badge

## Beginner

### Weather MB 1 (BH\_MW2)

Monday 10:30 am-12pm

### Weather MB 2 (BH\_TR3)

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology-Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Shooting Sports Programs

### Rifle Shooting Merit Badge

### Intermediate

**Rifle Shooting MB 1 (BH – MW 1&2)**  
Monday and Wednesday 9am-12pm  
**Rifle Shooting MB 2 (BH – TR 1&2)**  
Tuesday and Thursday 9am-12pm

In addition to being just plain fun, Rifle Merit Badge is something where Scouts learn the importance and discipline of doing exciting things in a safe manner. It is also an activity where the Scout learns that by utilizing proper technique and practicing he can achieve success and attain his goals. Rifle shooting is fun, a challenge and teaches important lessons.

**Prerequisites:** None  
**Additional Cost:** \$10.00  
**Location:** Rifle Range

**Notes:** Rifle Shooting merit badge is not suitable for first year campers. Scouts participating in Rifle Shooting merit badge need to have a copy of the merit badge book and bring a writing instrument with them to each class. Participation in the safety sessions is mandatory.

### Shotgun Shooting Merit Badge

### Advanced

**Shotgun Shooting MB 1 (BH – MW 1&2)**  
Monday and Wednesday 9am-12pm  
**Shotgun Shooting MB 2 (BH – TR 1&2)**  
Tuesday and Thursday 9am-12pm

The Shotgun Merit Badge teaches Scouts the same type of self-discipline and safety required in other shooting sports. It also helps the Scout develop coordination between brain, motor movement, and eye. This type of coordination is useful in many aspects of life. Knocking down those clays is satisfying and fun too!

**Prerequisites:** None  
**Additional Cost:** \$27. Fee includes the cost of ammunition and targets necessary to meet the proficiency requirement.  
**Location:** Shotgun Range

**Notes:** One of the more challenging merit badges at camp. Scouts in Shotgun Shooting merit badge are encouraged to be older in age and maturity.



## Archery Merit Badge

## Intermediate

**Archery MB 1 (BH – MW 1&2)**  
Monday and Wednesday 9am-12pm  
**Archery MB 2 (BH– TR 1&2)**  
Tuesday and Thursday 9am-12pm

For over 64,000 years man has been utilizing a bow and arrow. Archery is the staple of cave men, knights, and some of history's greatest warriors. As in other shooting sports, Scouts are challenged to learn the importance of safety and discipline while using the bow and arrow in a safe manner. As the Scout masters technique he is rewarded with patience and perseverance.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Archery Range

**Notes:** Scouts in Archery merit badge will be required to construct a bowstring and an arrow. See the Archery Director for details.

## Open Rifle

## Beginner

**Open Rifle**  
Monday through Thursday 2pm-5pm

Come on down to the rifle range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Rifle Range

**Notes:** You do not need to sign up for Open Rifle ahead of time. Just come down to the range during open time. Don't forget to bring your buddy.

## Open Archery

## Beginner

### Open Archery

Monday through Thursday 2pm-5pm

Come on down to the archery range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Archery Range

**Notes:** You do not need to sign up for Open Archery ahead of time. Just come down to the range during open time. Don't forget your buddy.

## Open Shotgun

## Intermediate

### Open Shotgun

Monday through Thursday 2pm-5pm

Come on down to the shotgun range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

**Prerequisites:** None

**Additional Cost:** \$0.50 per shot

**Location:** Shotgun Range

**Notes:** You do not need to sign up for Open Shotgun ahead of time. Just come down to the range during open time. Don't forget your buddy.

## Handicraft Programs

### Indian Lore Merit Badge

### Intermediate

**Indian Lore MB (BH – MW 1&2)**  
Monday and Wednesday 9am-12pm

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

**Prerequisites:** None  
**Additional Cost:** Supplies required to complete requirement 2.  
**Location:** Handicraft

**Notes:** Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.

### Leatherwork Merit Badge

### Beginner

**Leatherwork MB 1 (BH – TR 1&2)**  
Tuesday and Thursday 9am-12pm  
**Leatherwork MB 2 (BH – TR 3&4)**  
Tuesday and Thursday 2pm-5pm

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond

**Prerequisites:** None  
**Additional Cost:** Supplies required to complete requirement #3.  
**Location:** Handicraft

**Notes:** This merit badge has requirements that involve written requirements. Testing begins Monday morning and ends Friday at 12pm. Testing can be completed anytime when the program area is open. Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project

## Woodcarving Merit Badge

## Intermediate

**Woodcarving MB (BH – MW 1&2)**  
Monday and Wednesday 9am-12pm

For this merit badge, Scouts need to learn basic woodcarving cuts and create two projects. Every Scout has a knife and loves to use it. Offering this merit badge early in a Scout's career teaches him proper use and safety so he can expand his skills throughout his time in Scouting. The Wood Carving Merit Badge requires Scouts to earn their Totin' Chip as a part of this merit badge requirements.

**Prerequisites:** None  
**Additional Cost:** Supplies required to complete requirements #6 & #7.  
**Location:** Handicraft

**Notes:** This merit badge has requirements that involve written requirements. Testing begins Monday morning and ends Friday at 12pm. Testing can be completed anytime when the program area is open. Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project

## Basketry Merit Badge

## Beginner

**Basketry MB 1 (BH – TR 1&2)**  
Tuesday and Thursday 9am-12pm  
**Basketry MB 2 (BH – TR 3&4)**  
Tuesday and Thursday 2pm-5pm

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends

**Prerequisites:** None  
**Additional Cost:** Supplies required to complete requirement #3.  
**Location:** Handicraft

**Notes:** Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.

## Sculpture

## Beginner

**Sculpture MB 1 (BH – TR 1&2)**  
Tuesday and Thursday 9am-12pm

Sculpture merit badge scouts will use different techniques and tools for sculpting. Including building molds of a chosen object. Scouts will also study a brief history of art.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Handicraft

**Notes:**

## **Camp Wide Programs: Camp Blackhawk**

### **Bar Code Throw Down**

Every Scout's dream is to have a staff member be the waiter for their table. How does your troop earn this award? Being conservation minded, your troop collects the bottles and cans that they consume throughout the week. On Friday during the SPL meeting, have your bottle and cans brought down to the dining hall to be counted, (Sorry, plastic jugs will not be counted). The Troop with the largest number turned in will receive staff waiters at dinner on Friday.

### **Don Ho Memorial Classic**

Immediately following vespers take off your Class A and get ready for the Don Ho Memorial Classic. There will be plenty of things to do from playing games, enjoying some soothing music, and watching the sun set over Big Blue. We will also be bringing back the Dutch Oven Cook-off so make your favorite meal or dessert and bring it with to be judged against your peer's creations.

### **Vespers**

A Scout is Reverent so come out to aquatics Tuesday evening, right after dinner, for a short, non-denominational religious service to give thanks for all you have and the beauty that surrounds you and your Scouts at Owasippe. Class A field uniforms are recommended. Evening programs will not start until the vespers service has concluded.

### **Reservation Wide Games**

Join us Friday afternoon (2:30PM) for some good friendly competition. Wolverine, Blackhawk, and Reneker will meet at Ad Center and participate in a myriad of games and activities

### **Evening Program: Camp Blackhawk**

### **Sunday Night      (Special)**

#### ***Camp-Wide Tour (Flagpole)***

Scouts looking to familiarize themselves with locations of our program areas will have the opportunity to attend the camp-wide tour. This scenic stroll through camp will provide your Scouts with information regarding what is offered in each program area as well as some pertinent rules and procedures. The Camp-Wide Tour is strongly recommended for all first-year Scouts. Please meet at the flagpole, located outside the Dining Hall, at 8:00 p.m.

#### ***Opening Campfire (Flagpole or Campsite)***

All Troops in camp are invited to attend our opening campfire on Sunday night. This campfire, performed by the staff, will set the enthusiasm bar for the week. Scouts looking to perform in the closing campfire should pay attention to the performances given by the staff to gather ideas to share with their fellow campers. It is important to note that the OA Call-Out ceremony will happen at the opening campfire. Troops staying in site 9 through 20 should meet at the flagpole outside the Dining Hall at 8:30p.m. Troops staying in sites 1 through 8 should meet at the entrance to your campsite; we

will pick you up on the way to our beautiful fire bowl. Class A uniform, with OA sash, is strongly suggested.

## **Monday Night (7 p.m.–9p.m.)**

### **Pathfinder Wood Carving Introduction (Handicraft):**

To introduce Pathfinders to wood carving, we will teach them basic safety procedures; then we will give your first year Scouts the opportunity to practice common woodcarving techniques. Scouts will have an awesome time starting their very own work of art, whether it is a neckerchief or some old fashioned relief carving. Those Pathfinders who enjoy the fun and challenge of carving can return during open program and try their skill at the remainder of the merit badge.

### **Lap Swim/Mile Swim (Aquatics):**

Lap swim is required of mile/channel swim participants as a way to progressively increase the amount of distance that you swim each day, ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile/channel swim. An approved float plan and two experienced rowers are required to complete the mile swim.

### **Orienteering Course (Scoutcraft):**

Stop by Scoutcraft and test out your land navigation skills by competing in an Orienteering course that will fulfill the First Class Requirement 2. Groups between 2-3 scouts can enter and compete for the Golden Compass Award for the fastest time. Scoutmasters can also stop by the camp office and pick up copies of the map if they wish to complete the course within their unit for rank requirements.

### **Black Powder Shooting (Rifle Range):**

Down at the rifle range, you can try shooting a black powder rifle just like they did during the Revolutionary War!

### **Nature Hike (Nature):**

Feel like getting out of your campsite and exploring some areas of camp you have never seen before? Well then grab your hiking boots, a sturdy hiking stick, and probably some bug spray and come over to Nature. Join some of our staff members on Monday night as we head to some beautiful places on reservation for an evening hike. This will not be an ordinary hike though. As we hike along, our staff will point out some of the coolest plants and animals the reservation has to offer, show you some new games, perhaps sing a few new tunes, and of course tell you some great stories. So make sure to come over to Nature for a night full of fun facts, laughs, and wonderful memories.

### **OA Ice Cream Social (Dining Hall):**

After evening program, on Monday night (around 9:30 p.m.), please join your fellow Arrowmen for a social gathering over a bowl of delicious ice cream! This event is open to all Order of the Arrow members from any lodge. Catch up on current events, pay your dues, learn about sealing your membership, or just hang out in the company of fellow Arrowmen. Just bring proof of membership for a tasty treat!

## **Tuesday Night (following Vespers)**

### **Don Ho Memorial Classic**

Join the Blackhawk staff after Vespers as we host a luau of our own on the beautiful lakefront. There will be games, music, and atmosphere for all to enjoy. We will also be hosting the Dutch Oven Cook-off and the staff will make some tasty creations for the scout to savor as well. It will all end with the sun setting on Big Blue. Come join in on the fun!"

## **Wednesday Night (7 p.m.–9 p.m.)**

### **Pathfinder Rifle Range Introduction (Rifle Range):**

To introduce Pathfinders to rifle shooting, we will teach them basic safety procedures. Then we will give your first year Scouts the opportunity to shoot at giant mosquitoes in search of blood and/or at monsters fleeing a saloon via windows and doors. Scouts will have an awesome time shooting at something a little more interesting than a ringed target. Those Pathfinders who enjoy the fun and challenge of shooting can return during open shooting and try their skill at target shooting.

### **Snorkeling, BSA (Aquatics):**

The Snorkeling BSA requirements introduce Scouts to the special skills, equipment, and safety precautions associated with snorkeling. It also encourages the development of aquatics skills that promote fitness and recreation as well as provides a foundation for those who later will participate in more advanced underwater activity.

### **Conservation Project (Nature):**

Please come down to Nature on Wednesday night and join us as we work to conserve the land that is "our" camp, whether it be building check dams, repairing or restoring trails, or many other conservation projects. It will always be a fun time and you will feel good for doing your part to help. Make some new friends, help sustain the ecology of Owasippe, and if needed, fulfill your Soil and Water Conservation requirement.

### **Wilderness Survival/Backpacking Overnighter (Scoutcraft):**

Scouts in Wilderness Survival merit badge must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnigher where staff will oversee the construction of the shelters and supervise scouts overnight. New for this year, the overnigher will also be introducing elements of backpacking where scouts who are not participating the in the Merit Badge can also spend a night away from camp in a tent and learn some new skills from Leave No Trace camping principles to backpacking cooking. Open to all scouts for each the Wilderness Survival or Backpacking option.

### **Tie Dye Wednesday (Handicraft):**

Summer camp is such an extraordinary place, because it allows scouts to earn a handful of merit badges in only a short amount of time. However in this short period of time, events and activities are held in

order to guarantee that scouts have an enjoyable time. One event offered to make sure that campers will have a blast at camp is “Tie Dye Wednesday” at Handicraft. Campers will be able to Tie Dye their shirts while socializing with staff, listening to music, and playing games. Everyone needs a break, so why not spend it having fun.

## **Thursday Night (7 p.m.–9 p.m.)**

### **Lap Swim/Mile Swim (Aquatics):**

Lap swim is required of mile/channel swim participants as a way to progressively increase the amount of distance that you swim each day, ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile/channel swim. An approved float plan and two experienced rowers are required to complete the mile swim.

### **Pioneering Wars (Scoutcraft):**

Based on the popular show “Junkyard Wars” a patrol of scouts will have a limited amount of time to plan and construct a pioneering project with only materials coming from the Scoutcraft “Junkyard” that must complete a task given out by the Scoutcraft staff at the beginning of the competition. Awards will be given out for most creative and best use of pioneering techniques.

### **Camp Blackhawk “GO” Leader Challenge (Rifle Range):**

On Thursday night, leaders are invited down to the range to compete in the Leader’s Challenge. In the years past, scoutmasters have had one bullet to hit an egg, or had five shots to move a golf ball so far, or 15 rounds at balloons, mini pie pans, spinners, an egg, golf balls and rubber duckies floating on a pond in an effort to amass enough points to win for their troop. All of these challenges have had risk, whether it be a pie to the face, an egg cracked over the head, or water balloon firing squad. Come see what this year will bring.

## **Friday Night (Special)**

### ***Closing Campfire (Flagpole or Campsite)***

Looking for a way to celebrate the week of fun? Please join us Friday night for our closing campfire. Scouts in camp will perform the acts of the evening, supplemented with recognition and announcements from the staff. Troops staying in site 9 through 20 should meet at the flagpole outside the Dining Hall at 8:30 p.m. Troop staying in sites 1 through 8 should meet at the entrance to your campsite; we will pick you up on the way to our beautiful fire-bowl. Class A uniform, with OA sash, is strongly suggested.



# Camp Wolverine Master Schedule

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## Pathfinder

### Pathfinder (First Year Camper Program)

**Beginner**

**Pathfinder (WL – MTWR 1&2)**  
Monday through Thursday 9am-12pm

**Prerequisites:** None  
**Additional Cost:** None  
**Location:**

The Pathfinder program is an interactive outdoor education experience, which introduces first year campers to Owasippe. The program allows Scouts to complete many outdoor skill requirements for the ranks of Tenderfoot, Second Class, and First Class. Pathfinder is supervised by Camp Wolverine's commissioners, who are among the most experienced staff members on reservation.

Pathfinder activities include: Basic knots, flag ceremonies, plant and animal identification, basic aquatics rescues and safety, and, camping skills. Pathfinders will visit different program areas throughout the week and learn a little about what each one has to offer.

Optional activities which complement the Pathfinder program are Scoutcraft's Totin' Chip and Firem'n Chit demonstration on Monday evening and the Eco-Con Nature Trail Hike.

Additionally, each Scout is also encouraged to enroll in Merit Badge classes to help supplement their skills and to complete additional rank requirements not covered within Pathfinder instructional times. Recommended merit badges are: Swimming, Leatherwork, Mammal Study, and Pulp and Paper.

**Notes:** *Pathfinder* is not simply aimed towards rank advancement, but also to encourage fellowship and fun at Owasippe. Each Scout will participate in patrol building games; participate in camp-wide flag raising ceremonies, and take part in a graduation ceremony honoring them. *Pathfinder* is a program designed as a supplement to our existing program structure.

## Aquatics Programs

### Lifesaving Merit Badge

### Advanced

**Lifesaving MB 1(WL – MW 1&2)**  
Monday and Wednesday 9am – 12pm  
**Lifesaving MB 2(WL – TR 1&2)**  
Tuesday and Thursday 9am-12pm

Lifesaving merit badge is designed to prepare a 13 to 15 year-old Scout to respond *safely* and effectively to water emergencies. Because Lifesaving involves swimming assists, the Scout is expected to arrive to camp having strong swimming skills. A 400 yd. swimming prerequisite will be required from each Scout on the first day. Scouts that are unable to perform the prerequisite in good form will not be allowed to challenge the remaining requirements for the merit badge.

**Prerequisites:** Swimmer Classification, Swimming Merit Badge (recommended)  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** Please make sure that every Scout taking Lifesaving MB brings a pair of jeans, a long-sleeved button-up shirt with a collar, belt, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #7e, 20 second rescue, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge.

### Swimming Merit Badge

### Intermediate

**Swimming MB 1(WL – MW 1&2)**  
Monday and Wednesday 9am – 12pm  
**Swimming MB 2(WL – TR 1&2)**  
Tuesday and Thursday 9am-12pm  
**Swimming MB Pathfinder(WL-TR 3&4)**  
Tuesday and Thursday 2pm-5pm

While this merit badge is recommended for Scouts age 12 and older, younger candidates with an extensive swimming background may be able to meet all or most of the requirements with little or no formal instruction. Most Scouts, however, will need instruction on proper technique prior to completing the requirements.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** Please make sure that every Scout taking Swimming MB **brings** a pair of jeans, a long-sleeved button-up shirt, belt with a collar, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge.

## Open Swimming

## Beginner

**Open Swimming**  
Monday through Thursday 3pm – 5pm

Looking for a way to cool off from the summer heat? Come down to the pool for a swim! The non-swimmer, beginner, and swimmer areas will be open.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** You do not need to sign up ahead of time for this program. Just show up any time during open swim and enjoy the water. Please make you bring a buddy that has the same swim classification.

## Canoeing Merit Badge

## Intermediate

**Canoeing MB 1(WL – MW 1&2)**  
Monday and Wednesday 9am – 12pm  
**Canoeing MB 2(WL – TR 1&2)**  
Tuesday and Thursday 9am-12pm

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. This badge is designed for Scouts age 12 and older.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** Scouts must be classified as a swimmer to work on this merit badge. Every participant in canoeing instruction should fully understand and appreciate the limits of ability and experience.

## Open Boating

## Intermediate

**Open Boating**  
Monday through Thursday 2pm – 4pm

Practice your canoeing and rowing skills, or take a boat out to have fun.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** You do not need to sign up ahead of time for this program. Just show up any time during open boating and enjoy the water. Please make sure you bring a buddy!

## Rowing Merit Badge

## Intermediate

**Rowing MB (WL – TR 1&2)**  
Tuesday and Thursday 9am-12pm

Rowing, the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. Scouts will learn how to identify the basic parts of the rowboat and the oar, as well as, perform maneuvers and rescue techniques.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** None  
**Location:** Aquatics

**Notes:** Scouts must be classified as a swimmer to work on this merit badge. Every participant in rowing instruction should fully understand and appreciate the limits of ability and experience.

## Scoutcraft Programs

### Pioneering Merit Badge

### Advanced

**Pioneering MB (WL –MW 3&4)**  
Monday and Wednesday 2pm-5pm

Pioneering is the art of using ropes and wooden spars joined by lashings and knots to create a structure. It can be used for constructing small items such as camp gadgets up to larger structures such as bridges and towers. Pioneering is used to teach practical skills, teamwork and problem solving. Skills include knot tying, lashing, whipping, splicing, and skills related to the use, care and storage of ropes, spars and related pioneering equipment.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Scoutcraft

**Notes:** Scouts in Pioneering merit badge must carry out a pioneering project. Scouts should complete it by participating in the Scoutcraft pioneering project.

### Indian Lore Merit Badge

### Intermediate

**Indian Lore MB (BH – MW 1&2)**  
Monday and Wednesday 9am-12pm

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

**Prerequisites:** None  
**Additional Cost:** Supplies required to complete requirement 2.  
**Location:** Handicraft

**Notes:** Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.

## Wilderness Survival Merit Badge

## Intermediate

### Wilderness Survival MB (WL –MW 1&2)

Monday and Wednesday 9am-12pm

Survival in the wilderness does not depend so much on what you have, but on your knowledge and ability to use what you have. How do you think you would fare in a survival situation? Could you build a shelter? Could you light a fire without matches? Could you forage for food and purify water? This merit badge prepares you, because one day you may need it.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Scoutcraft

**Notes:** Scouts in Wilderness Survival merit badge must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnighter; where staff will oversee the construction of the shelters and supervise Scouts overnight. Scouts will only be allowed to bring a sleeping bag and their survival kit.

## Camping Merit Badge

## Intermediate

### Camping MB 1 (WL –MW 1&2)

Monday and Wednesday 9am-12pm

### Camping MB 2 (WL –TR 1&2)

Tuesday and Thursday 9am-12pm

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Scoutcraft

**Notes:** Scouts in Camping merit badge have the opportunity to complete requirement 9c during the camp conservation project. Scouts will need to turn in the merit badge checklist to their counselor prior to Thursday. Scouts will also need to complete the rappelling requirement. Please see the Scoutcraft Director to find out when the climbing tower will be available for scouts taking camping.

## Emergency Preparedness

## Advanced

### **Emergency Preparedness MB (WL – MW 1&2)**

Monday and Wednesday 9am-12pm

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency

**Prerequisites:** First Aid Merit Badge (Requirement #1)

**Additional Cost:** None

**Location:** Scoutcraft

**Notes:** Scouts in Emergency Preparedness merit badge must show proof of First Aid merit badge prior to starting this badge. Attendance in the emergency drill is mandatory for completion; see the Scoutcraft Director for additional information.

## Cooking Merit Badge

## Beginner

### **Cooking MB 1 (WL –MW 3&4)**

Monday and Wednesday 2pm-5pm

### **Cooking MB 2 (WL –TR 1&2)**

Tuesday and Thursday 9am-12pm

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary careers available.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Scoutcraft

**Notes:** Throughout the week, Scouts will have plenty of opportunities to cook in their campsite. This can be set up 24 hours in advance with your Commissioner.

## Orienteering Merit Badge

## Intermediate

### **Orienteering MB (WL –TR 1&2)**

Tuesday and Thursday 9am-12pm

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Scoutcraft

**Notes:** It is highly recommended that scouts participating in orienteering bring their own compass. Scouts will need to create and officiate an orienteering course in order to complete the merit badge, troops may want to plan an orienteering night for the troop while at camp to fulfill this requirement.

## Ecology/Conservation Programs

### Environmental Science Merit Badge

**Advanced**

#### Environmental Science MB 1

(WL – MW 1&2)

Monday and Wednesday 9am-12pm

#### Environmental Science MB 2

(WL – TR 1&2)

Tuesday and Thursday 9am-12pm

The BSA has taught more than 110 million young environmentalists throughout its history. Currently, the BSA continues to train the youth of America in principles of conservation and environmental science. While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmentalist, making observations and carrying out experiments to investigate the natural world. Environmental Science is one of the required merit badges for the World Conservation Award as well as the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology - Conservation

**Notes:** All paperwork for Environmental Science is requested by Thursday by 5pm. Scouts are encouraged to complete paperwork requirements prior to arriving at camp. Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

### Soil and Water Conservation Merit Badge

**Intermediate**

#### Soil and Water Conservation MB

(WL – MW 1&2)

Monday and Wednesday, 9am-12pm

Conservation isn't just the responsibility of the soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly. Soil and Water Conservation Merit Badge is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology-Conservation

**Notes:** Scouts taking Soil and Water conservation are required to participate in the soil and water conservation project in conjunction with Scouts working on camping conservation project. See the Eco-Con Director for details. Some Ecology merit badges require observation and lengthy outside requirement. Please consult the merit badge pamphlet prior to arriving at camp.

## Nature Merit Badge

## Intermediate

**Nature MB (WL – MW 1&2)**  
Monday and Wednesday 9am-12pm

There is a very close connection between the soil, the plants, and all animal life. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature. Nature merit badge is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Nature/Ecology - Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Forestry Merit Badge

## Advanced

**Forestry MB (WL – TR 1&2)**  
Tuesday and Thursday 9am-12pm

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests. Forestry is one of the elective merit badges for the World Conservation Award and the William T. Hornaday Award. Forestry was one of the original 57 merit badges issued by the Boy Scouts in 1911.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Nature/Ecology-Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.



## Weather Merit Badge

## Beginner

### Weather MB 1 (WL-MW3)

Monday 2 pm-3:30 pm

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology-Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Mammal Study Merit Badge

## Beginner

### Mammal Study MB 1 (WL – MW 3)

Monday and Wednesday 2pm-3:30pm

### Mammal Study MB 2 (WL – TR 1)

Tuesday and Thursday 9am-10:30am

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal. Mammal Study merit badge is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology - Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Fishing Merit Badge

Beginner

### Fishing MB 1 (WL – MW 4)

Monday and Wednesday 3:30pm-5pm

### Fishing MB 2 (WL – TR 2)

Tuesday and Thursday 10:30am-12pm

Baden-Powell said that every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish. Fishing merit badge is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology - Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Fish and Wildlife Management Merit Badge

Beginner

### Fish and Wildlife Management MB (WL – MW 3)

Monday and Wednesday 2pm-3:30pm

Wildlife management is the science and art of managing the wildlife both animals and fish with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy. Fish and Wildlife Management is one of the elective merit badges for the World Conservation Award and the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology - Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Pulp and Paper Merit Badge

Beginner

### Pulp and Paper MB (WL – MW 4)

Monday and Wednesday, 3:30pm-5pm

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper. Pulp and Paper is one of the elective merit badges for the William T. Hornaday Award.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Nature/Ecology-Conservation

**Notes:** Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

## Shooting Sports Programs

### Rifle Shooting Merit Badge

Intermediate

#### Rifle Shooting MB 1 (WL – MW 1&2)

Monday and Wednesday 9am-12pm

#### Rifle Shooting MB 2 (WL – TR 1&2)

Tuesday and Thursday 9am-12pm

In addition to being just plain fun, Rifle Merit Badge is something where Scouts learn the importance and discipline of doing exciting things in a safe manner. It is also an activity where the Scout learns that by utilizing proper technique and practicing he can achieve success and attain his goals. Rifle shooting is fun, a challenge and teaches important lessons.

**Prerequisites:** None

**Additional Cost:** \$10.00

**Location:** Rifle Range

**Notes:** Rifle Shooting merit badge is not suitable for first year campers. Scouts participating in Rifle Shooting merit badge need to have a copy of the merit badge book and bring a writing instrument with them to each class. Participation in the safety sessions is mandatory.

## Shotgun Shooting Merit Badge

## Advanced

### Shotgun Shooting MB 1 (WL – MW 1&2)

Monday and Wednesday 9am-12pm

### Shotgun Shooting MB 2 (WL – TR 1&2)

Tuesday and Thursday 9am-12pm

The Shotgun Merit Badge teaches Scouts the same type of self-discipline and safety required in other shooting sports. It also helps the Scout develop coordination between brain, motor movement and eye. This type of coordination is useful in many aspects of life. Knocking down those clays is satisfying and fun too!

**Prerequisites:** None

**Additional Cost:** \$27. Fee includes the cost of ammunition and targets necessary to meet the proficiency requirement.

**Location:** Shotgun Range

**Notes:** One of the more challenging merit badges at camp. Scouts in Shotgun Shooting merit badge are encouraged to be older in age and maturity.

## Archery Merit Badge

## Intermediate

### Archery MB 1 (WL – MW 1&2)

Monday and Wednesday 9am-12pm

### Archery MB 2 (WL – TR 1&2)

Tuesday and Thursday 9am-12pm

For over 64,000 years man has been utilizing a bow and arrow. Archery is the staple of cave men, knights, and some of history's greatest warriors. As in other shooting sports, Scouts are challenged to learn the importance of safety and discipline while using the bow and arrow in a safe manner. As the Scout masters technique he is rewarded with patience and perseverance.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Archery Range

**Notes:** Scouts in Archery merit badge will be required to construct a bowstring and an arrow. See the Archery Director for details.

## Open Rifle

## Beginner

**Open Rifle**  
Monday through Thursday 2pm-5pm

Come on down to the rifle range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Rifle Range

**Notes:** You do not need to sign up for Open Rifle ahead of time. Just come down to the range during open time. Don't forget to bring your buddy.

## Open Archery

## Beginner

**Open Archery**  
Monday through Thursday 2pm-5pm

Come on down to the archery range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Archery Range

**Notes:** You do not need to sign up for Open Archery ahead of time. Just come down to the range during open time. Don't forget your buddy.

## Open Shotgun

## Intermediate

**Open Shotgun**  
Monday through Thursday 2pm-5pm

Come on down to the shotgun range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

**Prerequisites:** None  
**Additional Cost:** \$0.50 per shot  
**Location:** Shotgun Range

**Notes:** You do not need to sign up for Open Shotgun ahead of time. Just come down to the range during open time. Don't forget your buddy.

## Handicraft Programs

### Indian Lore Merit Badge

### Intermediate

**Indian Lore MB (WL – TR 1&2)**  
Tuesday and Thursday 9am-12pm

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

**Prerequisites:** None  
**Additional Cost:** Supplies required to complete requirement 2.  
**Location:** Handicraft

**Notes:** Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.

### Leatherwork Merit Badge

### Beginner

**Leatherwork MB 1 (WL – MW 3&4)**  
Monday and Wednesday 2pm-5pm  
**Leatherwork MB 2 (WL – TR 1&2)**  
Tuesday and Thursday 9am-12pm

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond

**Prerequisites:** None  
**Additional Cost:** Supplies required to complete requirement #3.  
**Location:** Handicraft

**Notes:** This merit badge has requirements that involve written requirements. Testing begins Monday morning and ends Friday at 12pm. Testing can be completed anytime when the program area is open. Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project

## Woodcarving Merit Badge

## Intermediate

**Woodcarving MB (WL – MW 1&2)**  
Monday and Wednesday 9am-12pm

For this merit badge, Scouts need to learn basic woodcarving cuts and create two projects. Every Scout has a knife and loves to use it. Offering this merit badge early in a Scout's career teaches him proper use and safety so he can expand his skills throughout his time in Scouting. The Wood Carving Merit Badge requires Scouts to earn their Totin' Chip as a part of this merit badge requirements.

**Prerequisites:** None

**Additional Cost:** Supplies required to complete requirements #6 & #7.

**Location:** Handicraft

**Notes:** This merit badge has requirements that involve written requirements. Testing begins Monday morning and ends Friday at 12pm. Testing can be completed anytime when the program area is open. Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project

## Basketry Merit Badge

## Beginner

**Basketry MB 1 (WL – MW 1&2)**  
Monday and Wednesday 9am-12pm  
**Basketry MB 2 (WL – MW 3&4)**  
Monday and Wednesday 2pm-5pm

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends

**Prerequisites:** None

**Additional Cost:** Supplies required to complete requirement #3.

**Location:**

**Notes:** Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.

## **Camp Wide Programs: Camp Wolverine**

### **Camp Director's Award of Merit**

As we all know, every good Scout follows the 12 points of the Scout Law every day, but there are always a few Scouts who go above and beyond the call of duty. During the week if you see one of your Scouts truly excelling at any one of the 12 points of the Scout Law, we ask that you write a nomination for that Scout to be recognized for the Camp Directors Award of Merit. At the end of the week, Scouts will be given this unique award. All nominations are due in the camp office no later than Friday morning.

### **Polar Bear Swim (Monday-Friday 7am)**

Ever think about jumping into the Camp Wolverine pool before breakfast? For a unique opportunity for you and your troop, come swim bright and early at the refreshing Wolverine Pool at 7:00 am. Make sure to sign up for this unique opportunity Sunday evening after the leaders' meeting. Please be sure to come prepared with qualified supervision.

### **Lone Troop Swim (Monday, Tuesday, and Thursday 7:00-9:00pm)**

Want a chance to unwind with your Troop? Schedule a lone Troop swim! By signing up for this activity, your Troop will be given sole possession of one-half of the wolverine pool for an entire hour. Make sure to come prepared with Qualified Supervision.

### **Leave No Trace (Tuesday 2:00pm)**

Outdoor Ethics? What is that? Come to Scoutcraft Tuesday afternoon to find out. Learn about Outdoor Ethics and ways you can help prepare your troop for camping trips and how to help preserve our beautiful camp.

### **Eco-Con Independent Study**

Our newest Eco-Con program that will help accommodate older scouts with busy schedules. Busy scouts can come to Eco-Con during any open program and present their work. Scouts will be able to work on **Weather, Energy, Geology**, and the new eagle required badge **Sustainability**. Scouts should work on the merit badge packet prior to their arrival at camp. However if scouts are unable to finish everything before camp, the Eco-Con staff will provide scouts with the tools and resources to complete requirements. Unlike merit badge sessions, the scouts will be in charge of their learning. This is a great opportunity for campers to work on merit badges at their own pace.

### **William T. Hornaday Award**

The William T. Hornaday awards are presented for distinguished service in natural resource conservation for scouts and venturers. Campers interested in this award should plan a project prior to their arrival at camp and present it to the Eco-Con Director. The project should be equivalent in scope to an Eagle Scout Project. The Eco-Con staff will serve as a resource to the project. The staff will provide some tools, knowledge and hands to help with the project. Upon completion of the project the camper will have to earn the required merit badges. Most are offered at Eco-Con. Anyone interested in this opportunity should have a good understanding of the requirements and talk to the Eco-Con Director as early in the week as possible.

### **Reservation-Wide Games (Friday 2:30pm)**

Join us Friday afternoon for some good friendly competition. Wolverine, Blackhawk, and Reneker will meet at Ad Center and participate in a myriad of games and activities.



## **Evening Programs: Camp Wolverine**

### **Sunday Night (Special)**

#### **Camp Tour:**

Come see the wonder that is Camp Wolverine. You will get to know where all the program areas and special features of camp are located. You will learn about the programs and what each area has to offer. A staff member will pick up scouts at your campsite at 6:45; please make sure scouts are ready to go. The tour will begin at the Rifle Range promptly at 7:00. This happens during the leaders' meeting.

#### **Opening Campfire (North Lodge):**

This is the starting event for our camping week and sets the tone for the entire session. Come down to the flagpole with the entire troop and see all the energy and excitement that this year's staff has to offer. The fire will last for around one hour and will be the activity that everyone is talking about the next day. Meet at the North Lodge flagpole at 8:15 p.m.

#### **Order of the Arrow Callout (Chapel):**

The Order of the Arrow callout will happen during opening firebowl, please make sure all candidates are present in order for them to participate in the event.

### **Monday Night (7pm – 9pm)**

#### **Junk Shoot (Rifle Range & Shotgun Range)**

Do you want to shoot at your favorite stuffed animal or t-shirt? Then bring them and any other junk you want to shoot at down to the rifle and shotgun ranges for the junk shoot. Sorry, you will not be allowed to shoot at anything metal, alive, or that can create shrapnel.

#### **Fruit Shoot/Robin Hood Shoot (Archery Range)**

This is the chance to eat what you shoot and score points while doing so. The range will have multiple pieces of fruit on targets, and the goal will be to hit that piece of fruit and then enjoy some deliciousness.

#### **Totin' Chip & Firem'n Chit Demonstrations (Scoutcraft):**

During evening program on Monday, you can participate in a Totin' Chip and Firem'n Chit demonstration. This demonstration is designed to show the techniques needed to obtain the Totin' Chip and Firem'n Chit. However, counselors will not be able to sign off anyone for their Totin' Chip or Firem'n Chit, because this is the responsibility of a unit leader. Blank Totin' Chip and Firem'n Chit cards are available at the camp office.

#### **Order of the Arrow Ice Cream Social (North Lodge):**

Arrowmen, come join your OA officer in the lodge for some friendship and fellowship on Monday night after program (around 9:15 p.m.). This is an opportunity for all members of the OA to sit down with their brethren and enjoy some ice cream and fellowship. During this time there will be an informative meeting

led by a Lodge official and an opportunity to complete any screenings for brotherhood candidates. Please wear Class A uniforms with your sash.

### **Star Party (Eco-Con 10:30):**

Ever wonder about the stars and constellations? Come down to Eco-Con Monday night to have a party with the stars! Here the scouts will learn about the stars and constellations that make up Owasippe's beautiful night sky. They will be able to learn the Greek mythology behind the night sky, use telescopes, and enjoy Wolverine's famous pudgy pies.

## **Tuesday Night (7pm – 9pm)**

### **Kayak Races (Boat Docks)**

Looking for something fun and competitive to do Tuesday evening? Think you are tough enough to beat an Aquatics staff member in a race? Join us at the boat docks for Kayak races for an opportunity to race your peers and Wolverine staff members.

### **Dutch Oven Cook Off (Scoutcraft):**

Our annual Dutch Oven Cook Off has made its way back to Scoutcraft! Have a recipe everyone is sure to love? Enter your dish and join the competition. All Entries should be brought to Scoutcraft at 8:15 for judging.

### **Open Shoot (Rifle Range & Shotgun Range)**

The rifle and shotgun ranges will be open for anyone to come down and practice their shooting skills. Regular fees apply.

### **Indian Lore Game Night (Handicraft)**

Looking for some fun on Tuesday night? Join the Handicraft staff in exploring several different Native American traditions and customs from games and cooking to sign language. Grab a buddy or the whole troop and come down to Handicraft to see what fun we'll be cooking up!

## **Wednesday Night (7pm – 10pm)**

### **Vespers (Chapel): (7pm-8pm)**

A Scout is reverent. Join the staff Wednesday evening at the Wolverine Chapel for a short, non - denominational religious service to give thanks for all you have and the beauty that surrounds you and your Scouts at Owasippe. Class A uniform is strongly encouraged.

### **Zaxie Drive-In (Chapel 8:00pm):**

The Wolverine staff is pleased to present a brand new event! Movies and popcorn at summer camp? You guessed it! Join us after vespers as we transform our chapel into a drive-in theater. Popcorn will be served, so bring your favorite camp chair and get ready to kick back, relax and enjoy the company of friends and staff and have a few laughs.

**Wilderness Survival Overnighter (Scoutcraft): (After vespers)**

Scouts in **Wilderness Survival merit badge** must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnighiter where staff will oversee the construction of the shelters and supervise scouts overnight.

**Thursday Night (7pm – 9pm)****Open boating**

Head to the Boat Docks and enjoy an evening on the lake.

**Paul Bunyan Woodsman (Scoutcraft)**

Bored on Thursday evening? Like axes, knives, and saws? Join the Scoutcraft staff for Paul Bunyan Woodsman! The staff will be doing a variety of different activities that may include cutting down trees, making and marking trails, and building cool stuff.

**Black Powder Shoot (Rifle Range)**

Try shooting a black powder rifle just like they did during the civil war! This is an opportunity to use firearms that are not very common in today's society. Even if you are a proficient shooter, this may be a new experience for you. Some fees do apply.

**Buffalo Bills Wild West Shotgun Shooting Experience Extravaganza (Shotgun Range)**

Think you're a good shot? Make your way to the shotgun range Thursday evening for a different kind of shooting experience! Scouts and leaders will have the opportunity to test their shooting ability as they try to shoot clay pigeons flying at different angles and even attempting to shoot a double!

**Robin Hood (Archery Range)**

Form a team of your best archers and come to the range Thursday night to see if you and your friends can survive in the wild, but be careful, resources are limited and you're not the only team in these woods! Shoot for supplies like water, shelter, food, rope and more. Think your team can outlast the rest?

**Friday Night (Special)****Closing Campfire (North Lodge):**

Meet at the North Lodge flagpole at 8:30 pm. All troop and family members are welcome to this event. This is the chance for your troop to show the camp your best performance. During the campfire the staff will be handing out all of the awards for the week as well as the commissioner staff passing out the Baden Powell flags your troop has earned.

# High Adventure and Outpost Programs

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Owasippe has an exciting High Adventure and Outpost program for Scouts of all ages. In this section are the areas and program details. It is important to note that a receipt will be issued at check-in or if any programs are signed up for after check-in. Participants MUST bring the PINK copy of this receipt as proof of registration and payment to each High Adventure Program.

## **Diamond O Ranch**

Nestled off Silver Creek Road, just a short distance from the Administration Center, the Diamond O Ranch provides Owasippe campers with unique experiences not always found at resident summer camps. There are many routes and trails near the corral, which are used for trail rides and for teaching merit badge. Programs offered include:

- Horsemanship Merit Badge
- Horse Trail Rides
- Wrangler Outpost

## **Welcome Hut**

Located in the Administration Center complex in front of the main trading post the welcome hut is where your mountain biking adventures will begin. Programs Provided:

- Mountain Biking Merit Badge
- Mountain Biking Outpost

## **Owasippe Museum**

Our newly renovated Owasippe Museum with its one room school house appearance is located right off of Russell Road near the food preparation building. Inside our museum you will find over 100 years'

worth of artifacts and memorabilia that act as living history to our scout camp. Program offered within our museum includes:

- Scouting Heritage Merit Badge

## **Internet café**

Our new internet café is located inside of the snack bar and right outside of the main trading post. The internet café is a great place to sit back and get some work done. The internet café will house 8 computers with high speed internet connections, and will be open for everyone to use when merit badge classes are not in session. Programs offered:

- S.T.E.M
- Digital technology Merit Badge
- Nova Boy Scout Awards
- Geocaching Merit Badge
- ATV Program

## **C.O.P.E./Climbing**

On the entrance road to Camp Carlen, you will find both the C.O.P.E. and Climbing program areas. The Charles Nagel C.O.P.E. Course is the reservation's Project C.O.P.E. facility. Also at the C.O.P.E. base is a 30 ft. high climbing wall known as the Chris Hill Memorial Climbing Tower. Parking is provided across from the program areas. Programs provided:

- High and Low C.O.P.E.
- Open Climbing
- Climbing Merit Badge
- Leader C.O.P.E.
- Crate Climbing & Giants Ladder Outpost

## **Fossett Sailing Base at Blackhawk Aquatics**

Big Blue Lake provides Owasippe not only with beauty but also a natural resource for all boating activities; whether it's wind-, human-, or gas-powered, if it's on the lake, you will find it here. Take the road into Camp Blackhawk, and park in one of the two parking lots. After that, it is a short walk past the dining hall to the lake. Programs offered:

- Small Boat Sailing Merit Badge

- Open Sailing
- Water Sports Merit Badge
- Lake Tubing
- Motor Boating Merit Badge
- Kayaking Merit Badge
- Fishing Outpost

## Canoeing and Tubing Trip Programs

Discover the beauty that is often overlooked at Owasippe. Both the canoeing trips and river tubing provide opportunities to see Owasippe from a completely different perspective. The length of canoe trips vary between one to three hours. Longer weekend trips can be arranged through the High Adventure Director. River tubing and canoe trip pick-ups in sub- camps. Trips are taken down the White River.

- River Tubing
- Canoeing Outpost

## Guest Lodge

The newly renovated Guest Lodge is located along the shore of Lake Wolverine, next to the popular fishing spot that is the Wolverine Dam. The Lodge is a very short driving distance for Wolverine Campers or may be a good hike for those looking to get an early start. Blackhawk campers may be required to drive. Programs Offered:

- Radio Merit Badge
- Photography Merit Badge

## Camp Reneker

Camp Reneker is Owasippe's family camp, located a short trip from the Administration Center. Take Russell Road south, and turn east on Holton-Whitehall Road. Parking is provided before you reach the lodge.

- Theatre Merit Badge

### Scouting Heritage Merit Badge

### Intermediate

**Scouting Heritage MB (HA – MW 3&4)**  
Monday and Wednesday 3:30pm-5pm

Introduces scouts to the history of the Boy Scouts of America. They'll learn it all—from Scouting's beginnings under Lord Baden-Powell to the history of their own troop. In addition, scouts will learn the history of Owasippe and its role in scouting history.

**Prerequisites:** Requirement 5 and Requirement 6  
**Additional Cost:** none  
**Location:** Owasippe Museum  
**Maximum Participants:** 15

**Notes:** Completion of merit badge may not be guaranteed without completed prerequisites

## Salesmanship Merit Badge

## Intermediate

**Salesmanship MB 1 (HA - MW 2)**  
Monday and Wednesday, 10:30am-12:00pm  
**Salesmanship MB 2 (HA- TR 3)**  
Tuesday and Thursday, 2pm-3:30pm

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

**Prerequisites:** Complete Requirement 7 prior to camp  
**Additional Cost:** None  
**Location:** Salesmanship will be held at your camp's Trading Post.  
**Maximum Participants:** 8

**Notes:** None

## Horsemanship Merit Badge

## Advanced

**Prerequisites:** None  
**Additional Cost:** \$25  
**horsemanship MB (HA – MTWR 1&2)**  
Monday through Thursday 9am-12pm

Learn basic horsemanship skills including how to tack up a horse, basic care and health, breeds, history, as well as riding skills including walking, trotting, and reversing.

**Prerequisites:** Must be at least 13 years old and at least 4 ft. in height  
**Additional Cost:** \$25  
**Location:** Diamond O Ranch  
**Maximum Participants:** 8

**Notes:** Jeans or long pants (below the ankle) required. Must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required.

## Horse Trail Rides

## Beginner

### Horse Trail Ride 1 (HA – M 3)

Monday 2pm-3:30pm

### Horse Trail Ride 2 (HA – M 4)

Monday 3:30pm-5pm

### Horse Trail Ride 3 (HA – T 3)

Tuesday 2pm-3:30pm

### Horse Trail Ride 4 (HA – T 4)

Tuesday 3:30pm-5pm

### Horse Trail Ride 5 (HA – W 3)

Wednesday 2pm-3:30pm

### Horse Trail Ride 6 (HA – W 4)

Wednesday 3:30pm-5pm

### Horse Trail Ride 7 (HA – R 3)

Thursday 2pm-3:30pm

### Horse Trail Ride 8 (HA – R 4)

Thursday 3:30pm-5pm

See Owasippe from a whole different angle – from the back of a horse! This program caters to everyone from participants who have never seen a horse to professional riders. Trail rides are intended to be an introduction to riding, as well as an opportunity to see parts of the camp you can only see on horseback.

**Prerequisites:** Must be at least 13 years old and at least 4 ft. in height

**Additional Cost:** \$20

**Location:** Diamond O Ranch

**Maximum Participants:** 10

**Notes:** Jeans or long pants (below the ankle) required. Must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required. Ranch staff reserves the right to deny ride to any participant for any reason, including improper attire, behavior, or lack of waiver form.

## Wrangler Outpost

## Intermediate

### Wrangler Outpost 1 (HA – M 5&6)

Monday, 5pm-7am

### Wrangler Outpost 2 (HA – W 5&6)

Wednesday, 5pm-7am

Have you ever dreamt of being a cowboy--traveling on horseback, cooking over a fire, just your pals and the open range? How about spending a night in a teepee? Wrangler Outpost is an overnight program in which Scouts and leaders alike will be able to spend a night underneath the stars at the ranch. After a long trail ride participants will enjoy dinner cooked over an open fire, play games, learn about horse history and branding, swap campfire stories, and more! Meanwhile, they'll get to experience the fellowship and camaraderie of the open range. All without missing a minute of merit badge classes. So, sign up for Wrangler before this great opportunity rides off into the sunset!

**Prerequisites:** : Must be at least 13 years old and at least 4 ft. in height

**Additional Cost:** \$30

**Location:** Diamond O Ranch

**Maximum Participants:** 10

**Notes:** Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required. Ranch staff reserves the right to deny ride to any participant for any reason, including improper attire, behavior, or lack of waiver form. Program includes dinner and participants should be picked at 7 AM.



## Mountain Biking Merit Badge

## Advanced

### **Mountain Biking MB (HA – MTWR 1&2)**

Monday through Thursday 9am-12pm  
Friday is reserved for 22 mile ride

Looking for more excitement and greater challenges? Owasippe is home to 23 miles of single-track mountain biking trails, most following the beautiful lakeshores of Lake Wolverine. Through this merit badge, scouts will gather extensive riding time over various terrains, as well as learn basic operation, care, and maintenance for mountain bikes.

**Prerequisites:** Must be at least 14 years old and at least 5ft. in height

**Additional Cost:** \$15

**Location:** Welcome hut

**Maximum Participants:** 10

**Notes:** Because of the extensiveness of the merit badge, completion is not guaranteed during the allotted time frame. It is encouraged that scouts work on requirements prior to their time at camp.

## Mountain Biking Outpost

## Advanced

### **Mountain Biking Outpost 1 (HA– M5&6)**

Monday, 7pm-9pm

### **Mountain Biking Outpost 2 (HA –T5&6)**

Tuesday, 7pm-9pm

### **Mountain Biking Outpost (HA – W5&6)**

Wednesday, 7pm-9pm

Make the most of a two-wheel adventure by joining us in an evening of cycling some of the many miles that all the wealth of earth and heaven has to offer! Owasippe provides what is rated as one of the top 10 trail systems in Michigan and now's your chance to give it a go! Mountain bikes are provided for all participants.

**Prerequisites:** Must be at least 14 years old and at least 5ft. in height

**Additional Cost:** \$10

**Location:** Welcome hut

**Maximum Participants:** 10

**Notes:** Close toed shoes necessary.

## C.O.P.E.

## Intermediate

### **COPE 1( HA – MW 1&2)**

Monday and Wednesday, 9am-12pm

### **COPE 2 (HA - MW 3&4)**

Monday and Wednesday, 2pm-5pm

### **COPE 3 (HA - TR 1&2)**

Tuesday and Thursday, 9am-12pm

### **COPE 4 (HA - TR 3&4)**

Tuesday and Thursday, 2pm-5pm

Designed to include both Low and High C.O.P.E., the program offers an opportunity to challenge your troop to develop problem solving skills, build trust with one another, and learn to work together as a team while also challenging the individual Scout to traverse a series of rope and cable elements suspended over 30 feet above the ground. The first day of C.O.P.E. will involve the elements of the Low program, with NEW elements recently added! Our low course will prepare Scouts to meet the rigors and challenges of High C.O.P.E. The second day, supported by their group members and the staff, participants will be encouraged to confront their fears, push their own limits, and expand their comfort zones. High C.O.P.E. will give participants the challenge and thrill of a lifetime! Additionally, participants receive a t-shirt and patch for participating.

**Prerequisites:** Must be 13 years old or older by September 1<sup>st</sup>, 2016.

**Additional Cost:** \$20

**Location:** C.O.P.E. Course

**Maximum Participants:** 24

**Notes:** Jeans or long pants (below the ankle) required. Must wear sturdy, closed-toe/top shoes. Gym shoes preferred, absolutely no sandals.

## Open Climbing

## Beginner

### **Open Climbing 1 (HA – M 3)**

Monday, 2pm-3:30pm

### **Open Climbing 2 (HA – M 4)**

Monday, 3:30pm-5pm

### **Open Climbing 3 (HA – T 3)**

Tuesday, 2pm-3:30pm

### **Open Climbing 4 (HA – T 4)**

Tuesday, 3:30pm-5pm

### **Open Climbing 5 (HA – W 3)**

Wednesday, 2pm-3:30pm

### **Open Climbing 6 (HA – W 4)**

Wednesday, 3:30pm-5pm

### **Open Climbing 7 (HA – R 3)**

Thursday, 2pm-3:30pm

### **Open Climbing 8 (HA – R 4)**

Thursday, 3:30-5pm

Our 32-foot vertical tower is waiting for the adrenaline junkie to scale its many sides! Come enjoy the ever-changing themes, fun, and challenges of a climbing afternoon!

**Prerequisites:** None

**Additional Cost:** \$5

**Location:** Climbing Tower

**Maximum Participants:** 12

**Notes:** Participants must wear close toed shoes with a back. (No flip-flops, crocs, or sandals.)

## Climbing Merit Badge

## Intermediate

**Climbing MB 1 (HA - MW 1&2)**  
Monday and Wednesday, 9am-12pm  
**Climbing MB 2 (HA - TR 1&2)**  
Tuesday and Thursday, 9am-12pm

In climbing merit badge, Scouts will learn about climbing as both a skill and a hobby. Through one-on-one tutorials, our trained staff imparts knowledge of the techniques and equipment used in modern climbing. Additionally, as they climb, Scouts will be encouraged to challenge themselves, push their limits, overcome their fears, and reach new heights of personal growth.

**Prerequisites:** None  
**Additional Cost:** \$15  
**Location:** Climbing Tower  
**Maximum Participants:** 12

**Notes:** Participants must wear close toed shoes with a back. (No flip-flops, crocs, or sandals.)

## Crate Climbing & Giant's Ladder

## Intermediate

**Crate Climbing/Giants Ladder**  
**(HA -T 5&6)**  
Tuesday, 7pm-9pm

**NEW summer 2015!** Sign up and stop by the COPE area to experience what Crate Climbing is all about! This challenging activity involves stacking and scaling crates as high as you can. It is a unique challenge that requires a blend of concentration, balance, cooperation, communication and boldness. How high can YOU climb without the crate tower toppling over? Want an additional challenge? Grab a partner and take a spin at our Giant's Ladder. This fun and exciting element not only helps build communication skills, but shows how proper teamwork can help achieve even the tallest of obstacles!

**Prerequisites:** Must be at least 13 years of age  
**Additional Cost:** \$10  
**Location:** Climbing Tower  
**Maximum Participants:** 15

**Notes:** Participants must wear close toed shoes with a back. No flip-flops, crocs, or sandals.

## Small Boat Sailing Merit Badge

## Advanced

### Small Boat Sailing MB 1

(HA - MW 1&2)

Monday and Wednesday, 9am-12pm

### Small Boat Sailing MB 2

(HA - MW 3&4)

Monday and Wednesday, 2pm-5pm

### Small Boat Sailing MB 3

(HA - TR 1&2)

Tuesday and Thursday, 9am-12pm

All hands on deck! Are you interested in discovering the joys of sailing? Do you yearn to feel the rush of the wind as you fly across the water? Well then, consider taking Small Boat Sailing Merit Badge! At the Fossett Sailing Base, you'll be taught the basics of small boat sailing ranging from the care of your equipment to basic navigational skills and boating laws. After that, it's on to the water, where you'll get to sail back and forth across the open expanses of Big Blue Lake in one of our sailing dinghies. Worried? Don't be! After some practice, you'll be navigating your craft with calm skill and ease. Now, put on that PFD and get out there, sailor!

**Prerequisites:** Swimmer Classification

**Additional Cost:** \$20

**Location:** Sailing Base at Blackhawk Aquatics

**Maximum Participants:** 16

**Notes:** Wolverine campers are required to bring their boating buddy tag to class every day.

## Open Sailing

## Intermediate

### Open Sailing 1 (HA - T 3)

Tuesday, 2pm-3:30pm

### Open Sailing 2 (HA - T 4)

Tuesday, 3:30pm-5pm

### Open Sailing 3 (HA - R 3)

Thursday, 2pm-3:30pm

### Open Sailing 4 (HA - R 4)

Thursday, 3:30pm-5pm

### Open Sailing 5 (HA - M5)

Monday, 7pm-8pm

### Open Sailing 6 (HA - M 6)

Monday, 8pm-9pm

### Open Sailing 7 (HA - W 5)

Wednesday, 7pm-8pm

### Open Sailing 8 (HA - W6)

Wednesday, 8pm-9pm

### Open Sailing 9 (HA - R5)

Thursday, 7pm-8pm

### Open Sailing 10 (HA - R6)

Thursday, 8pm-9pm

Angling for an opportunity to sail, but already have the merit badge? Well, search no further! Sign up for a chance to enjoy the sights and sounds of Big Blue. With the wind at your back, you'll get to admire Camp Blackhawk's breathtaking coastline. So come on by. Everyone knows the Fossett Sailing Base is the perfect way to spend some free time.

**Prerequisites:** Swimmer Classification. Proficiency in sailing.

**Additional Cost:** \$5 per person

**Location:** Sailing base at Blackhawk Aquatics

**Maximum Participants:** 20

**Notes:** Wolverine and Reneker campers need to bring their boat buddy tag with them.

## Water Sports Merit Badge

## Advanced

### **Water Sports MB 1 (HA - MTWR 1&2)**

Monday – Thursday, 9am-12pm

### **Water Sports MB 2 (HA -MTWR 3&4)**

Monday-Thursday, 2pm-5pm

Introduced in 2010, Water Sports Merit Badge will allow Scouts to develop their water skiing skills in a safe and fun environment. Give your Scouts the chance to experience this thrilling pastime for themselves!

**Prerequisites:** Swimmer Classification

**Additional Cost:** \$35

**Location:** Sailing Base at Blackhawk Aquatics

**Maximum Participants:** 8

**Notes:** Wolverine campers need to bring their boating buddy tag to class every day. This is a difficult merit badge. Scouts with little or no water skiing experience will most likely get a partial.

## Lake Tubing

## Intermediate

### **Lake Tubing 1 (HA – M 5)**

Monday, 7pm-8pm

### **Lake Tubing 2 (HA – M 6)**

Monday, 8pm-9pm

### **Lake Tubing 3 (HA – T 5)**

Tuesday, 7pm-8pm

### **Lake Tubing 4 (HA – T 6)**

Tuesday, 8pm-9pm

### **Lake Tubing 5 (HA – W 5)**

Wednesday, 7pm-8pm

### **Lake Tubing 6 (HA – W 6)**

Wednesday, 8pm-9pm

### **Lake Tubing 7 (HA – R 5)**

Thursday, 7pm-8pm

### **Lake Tubing 8 (HA – R 6)**

Thursday, 8pm-9pm

Take advantage of all the thrills that Big Blue has to offer! Grab a friend and enjoy being pulled behind Blackhawk's super speedboat for a few laps around the lake and a high-speed tour around Big Blue Lake!

**Prerequisites:** Swimmer Classification

**Additional Cost:** \$10

**Location:** Sailing Base at Blackhawk Aquatics

**Maximum Participants:** 8

**Notes:** Wolverine and Reneker campers must bring their boating buddy tag with to participate.

## Motor Boating Merit Badge

## Intermediate

**Motor Boating MB 1 (HA - MW 1&2)**

Monday and Wednesday, 9am-12pm

**Motor Boating MB 2 (HA - MW 3&4)**

Monday and Wednesday, 2pm-5pm

**Motor Boating MB 3 (HA - TR 1&2)**

Tuesday and Thursday, 9am-12pm

**Motor Boating MB 4 (HA - TR 3&4)**

Tuesday and Thursday, 2pm-5pm

If you ever wanted to learn how to operate a motorboat as well as the rules of the lake, this is the badge for you! Enjoy small-group tutorials on the care and maintenance of a personal watercraft, as well as the opportunity to actually drive one of Owasisippe's motorboats. Those wishing to find their inner captain should come aboard!

**Prerequisites:** Swimmer Classification and be 12 years of age or older.

**Additional Cost:** \$25

**Location:** Sailing Base at Blackhawk Aquatics

**Maximum Participants:** 8

**Notes:** Wolverine campers must bring their boating buddy tag to class every day.

## Fishing Outpost

## Beginner

**Fishing Outpost 1 (HA – M 5&6)**

Monday, 7pm-9pm

**Fishing Outpost 2 (HA – T 5&6)**

Tuesday, 7pm-9pm

**Fishing Outpost 3 (HA – W 5&6)**

Wednesday, 7pm-9pm

**Fishing Outpost 4 (HA – R 5&6)**

Thursday, 7pm-9pm

Participate in guided fishing around Big Blue Lake. Bait is provided and fishing equipment can be checked out. Fishing Outpost is open to both Scouts and Leaders.

**Prerequisites:** Beginner swimmer Classification

**Additional Cost:** \$5

**Location:** Sailing Base at Blackhawk Aquatics

**Maximum Participants:** 10

**Notes:** Participants over the age of 16 will have to acquire a fishing license. Inquire at the camp office for more information.

## Kayaking Merit Badge

## Intermediate

**Kayaking MB 1Wol (HA - MW 3&4)**  
Monday and Wednesday, 2pm-5pm  
**Kayaking MB 2Wol (HA - TR 3&4)**  
Tuesday and Thursday, 2pm-5pm

**Kayaking MB 3Blh (HA - MW 3&4)**  
Monday and Wednesday, 2pm-5pm  
**Kayaking MB 4Blh (HA - TR 3&4)**  
Tuesday and Thursday, 2pm-5pm

Kayaking merit badge teaches entry-level skills, it is designed as a flat-water experience, quiet water without significant wind, waves, or current. Scouts will learn how to identify the basic parts of a kayak, as well as preform maneuvers and rescue techniques.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** none  
**Location:** your sub-camp's Water front  
**Maximum Participants:** 20

**Notes:** Scouts must be classified as a swimmer to work on this merit badge. Every participant in kayaking instruction should fully understand and appreciate the limits of ability and experience.

**Kayaking merit badge 1&2 take place at Wolverine boat docks**

**Kayaking merit badge 3&4 take place at Fossett Sailing Base at Blackhawk Aquatics**

## Canoeing Trips

## Intermediate

**Canoeing Trip 1 (HA – M 3&4)**  
Monday, 2pm-5pm  
**Canoeing Trip 2 (HA – T 3&4)**  
Tuesday, 2pm-5pm  
**Canoeing Trip 3 (HA – W 3&4 )**  
Wednesday, 2pm-5pm  
**Canoeing Trip 4 (HA – R 3&4)**  
Thursday, 2pm-5pm

Long before Owasispe was a camp, the canoe ruled the streams, rivers, and lakes of Western Michigan. Back then, with a paddle and canoe, the sights, sounds, and smells of nature were there to see, and you could explore to your heart's content. If you'd like to feel that kind of freedom again, and get out of the designated boating area, then plan a canoe trip down the White River. Trips are approximately 1 to 1.5 hours. To schedule a longer trip contact the High Adventure Director.

**Prerequisites:** Swimmer Classification  
**Additional Cost:** \$15  
**Location:** Consult camp office for pick-up and drop off locations.  
**Maximum Participants:** 15

**Notes:** Footwear is required on the White River. Shoes must have back or strap and stay on feet at all times. No flip flops. Participants must bring boat tags.

\*Beginners may canoe if riding between two strong swimmers.

## Saturday (Weekend) Canoe Trip

## Intermediate

### Saturday (Weekend) Canoe Trip

By Appointment

Contact High Adventure Director

Stayover troops are offered a unique opportunity for their extra time at Owassippe. Trailers packed with canoes, paddles, and PFDs would be waiting for your troop to begin an excursion down the White River. Saturday trips are flexible and can begin or end when your troop decides. These trips can even include an overnight on the river. Interested troops should contact the High Adventure Director during Sunday check-in to arrange a trip or get more information.

**Prerequisites:** Swimmer Classification

**Additional Cost:** \$10 per canoe

**Location:** Consult camp office for pick-up and drop off locations.

**Maximum Participants:** 30

**Notes:** Damage and/or loss of equipment fees may be assessed. Troops are responsible for providing all required supervision, including one leader with both Swimming and Water Rescue and Paddle Craft Safety per 10 participants. Please give at least 48 hr. advanced notice to High Adventure Director if interested.

## River Tubing

## Intermediate

### River Tubing 1 (HA - M 2&3)

Monday, 2pm-5pm

### River Tubing 2 (HA - T 2&3)

Tuesday, 2pm-5pm

### River Tubing 3 (HA - W 2&3)

Wednesday, 2pm-5pm

### River Tubing 4 (HA - R 2&3)

Thursday, 2pm-5pm

Though camp life is a blast, sometimes you need a chance to recoup your energy. Well, if you find yourself in need of a break from the hustle and bustle of camp, look no further: High Adventure has you covered. During your stay at camp, you can sign up your troop for a nice relaxing tubing trip down the White River. Sit back in the summer sun and take a chance to enjoy nature's beauty and wonder. Tubing provides some time off your feet, and an opportunity to just drift along.

**Prerequisites:** Swimmer Classification

**Additional Cost:** \$15

**Location:** Consult camp office for pick-up and drop-off locations.

**Maximum Participants:** 15

**Notes** Footwear is required on the White River. Shoes must have back or strap and stay on feet at all times. No flip flops. Must be able to paddle self around obstacles on river. Participants must bring boat tag



## Radio Merit Badge

## Intermediate

### Radio MB (HA - MW 1&2)

Monday and Wednesday, 9pm-12pm

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

**Prerequisites:** None

**Additional Cost:** \$25

**Location:** Guest Lodge near Wolverine Dam

**Maximum Participants:** 12

**Notes:** Scouts will not receive their radio license from this program.

## Photography Merit Badge

## Intermediate

### Photography MB (HA - MW 3&4)

Monday and Wednesday, 2pm-5pm

Scouts will receive instruction on camera use and picture composition and then embark on a journey where they will attempt to capture the perfect photograph. To finish off the experience, each Scout will have the opportunity to edit and print their photos. Scouts will be allowed to use the cameras on their phones if they have one and the digital cameras provide.

**Prerequisites:** None

**Additional Cost:** \$15

**Location:** Guest Lodge near Wolverine Dam

**Maximum Participants:** 20

**Notes:**

## Geocaching Merit Badge

## Intermediate

**Geocaching MB (HA - TR 3&4)**  
Tuesday and Thursday, 2pm-5pm

**New 2016!** Want to find cool things all over the globe using GPS and navigation skills? If so, this badge is for you! Scouts learn the skills and rules of geocaching, the new hobby of finding hidden spots using GPS coordinates.

**Prerequisites:** Scouts must complete requirements 7, 8 and 9 prior to coming to camp.

**Additional Cost:** \$5

**Location:** Internet café

**Maximum Participants:** 20

**Notes:** In order to complete this badge at camp, prerequisites must be done prior to arrival.

## Digital Technology Merit Badge

## Intermediate

**Digital Technology MB (HA –TR 1&2)**  
Tuesday and Thursday, 9am-12pm

**New 2016!** Learn about the computers, games, and mobile devices that saturate the 21<sup>st</sup> century. Scouts will utilize the new internet café to explore the logistics of apps, data compression, the internet, and more.

**Prerequisites:** Up to date cyber chip card

**Additional Cost:** none

**Location:** Internet cafe

**Maximum Participants:** 8

**Notes:** Must come to camp with up- to- date cyber chip card to participate in this merit badge.

## STEM Outpost

## Intermediate

**STEM Outpost 1(HA –MW 1&2)**  
Monday and Wednesday 9am-12pm

**STEM Outpost 2 (HA – TR 3&4)**  
Tuesday and Thursday, 2pm-5pm

Unique and seldom seen Owasippe locations will be studied requiring use of hiking, canoeing, and orienteering skills. Use an underwater robot to collect data. Work in partnership with the Michigan Department of Natural Resources. Identify plants and animals, especially rare and endangered species. Then classify, analyze, and add your data to a growing database of the Owasippe flora and fauna. Your research could be instrumental in saving a species, maintaining our camp as a natural preserve, and providing crucial data about changes in the environment!

**Prerequisites:** Must be at least 13 years of age.

**Additional Cost:** none

**Location:** Internet café

**Maximum Participants:** 15

**Notes:**

## NOVA Boy Scout awards

## Intermediate

**NOVA 1 (HA – MW 3&4)**  
Monday and Wednesday, 2pm-5pm

**NOVA 2 (HA – TR 1&2)**  
Tuesday and Thursday, 9am-12pm

**New 2016!** The Nova Awards program places emphasis on science, technology, engineering, and mathematics. Start working on the Whoosh Nova award! Scouts participating will earn Engineering Merit Badge, and experience STEM at Camp.

**Prerequisites:** none

**Additional Cost:** none

**Location:** Internet café

**Maximum Participants:** 20

**Notes:**

## ATV

## Advanced

**ATV 1 (HA – MW 1&2)**

Monday and Wednesday, 9am-12pm  
Friday ride ATV1 9am-10:15am

**ATV 2 (HA – TR 1&2)**

Tuesday and Thursday, 9am-12pm  
Friday ride ATV2 10:35am-11:50am

**ATV 3 (HA – MW 3&4)**

Monday and Wednesday, 2pm-5pm  
Friday ride ATV3 2pm-3:15pm,

**ATV 4 (HA – TR 3&4)**

Tuesday and Thursday, 2pm-5pm  
Friday ride ATV4 3:35pm-4:50pm

**ATV 5 (HA – MTW 5&6)**

Monday, Tuesday, Wednesday, 7pm-9pm  
Friday ride ATV5 7pm-8:15pm

**New 2016!** Learn the safety and skills required to drive an All-Terrain Vehicle and then explore Owasippe's trails with a fun ride on Friday!

**Prerequisites:** Must be 14 years of age or older

**Additional Cost:** \$35.00

**Location:** Maintenance

**Maximum Participants:** 6

**Notes:** Must wear long pants, long-sleeve shirt, and sturdy closed-toe boots that fully cover the ankle.

## First Aid Merit badge

## Intermediate

**First Aid MB 1 (HA-MW 3&4)**

Monday and Wednesday 2pm-5pm

**First Aid MB 2 (HA-TR 3&4)**

Tuesday and Thursday 2pm-5pm

For many years, boy Scouts have been credited for coming to the aid of people in need. Whether someone is in a life or death situation, or is merely suffering from a minor cut, knowing how to properly assist a person in need until professional care is available is an invaluable resource and skill to learn. This rigorous merit badge will show you how to act quickly and carefully should you ever come upon a situation of someone in need.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Health Lodge

**Maximum Participants:** 20

**Notes:** Scouts will need to arrive to camp with current knowledge of all first aid requirements for Tenderfoot Rank, Second Class Rank, and First Class Rank. Scouts will also have to provide materials for the first aid kit for Requirement 2d. First aid merit badge will be held at the Health Lodge.

## Theatre Merit Badge

## Beginner

**Theatre MB (HA – MTWR 3&4)**  
Monday – Thursday, 2pm – 5pm

Looking for a merit badge to showcase your acting skills? Or, do you have an interest in the “behind the scenes” of theatre production? Theatre Merit Badge offers Scouts an opportunity to do both, as well as exposure to writing, directing, and even trying your hand at theatre make-up and costuming! Located at Camp Reneker, Owasippe’s Family Camp, Scouts will complete their merit badge requirements throughout the week, resulting in a showcase at the end of the week for the Scouting families!

**Prerequisites:** None  
**Additional Cost:** \$15  
**Location:** Reneker Tent  
**Maximum Participants:** 12pm

**Notes:** Participants will be required to participate in a Friday Morning Performance to complete the merit badge. This will start at 9am and conclude by 12noon.

## Mountain Boarding

## Intermediate

**Mountain boarding 1 (HA – MW 3&4)**  
Monday and Wednesday 2pm-5pm

**Mountain Boarding 2 (HA-TR 3&4)**  
Tuesday and Thursday 2pm-5pm

**New 2016!** Throw on a set of pads and hop on a mountain board! Can you make it to the bottom without falling off? Come check out this exciting new outpost Gerber has opened up to Scouts camping at Owasippe this summer.

**Prerequisites:** Must be at least 14 years old  
**Additional Cost:** TBD  
**Location:** Gerber Scout Reservation  
**Maximum Participants:** 6

**Notes:** Must wear long pants and close toed shoes.

## Welding Merit Badge

## Intermediate

**Welding MB1 (HA – MW 3&4)**  
Monday and Wednesday 2pm-5pm

**Welding MB2 (HA-TR 3&4)**  
Tuesday and Thursday 2pm-5pm

**New 2016!** In order to achieve the Welding merit badge, Scouts will need to conduct a number of steps that include welding safely, learning about welding processes, techniques, and vocabulary. Next the Scout will choose a process and then properly set up a welding machine and prepare it for welding.

**Prerequisites:** Must be at least 13 years old

**Additional Cost:** TBD

**Location** Gerber Scout Reservation

**Maximum Participants:** 18

**Notes:** Must wear long pants and long sleeves, cotton preferred. **Absolutely no nylon.** Close toed shoes required.

## Metal Working Merit Badge

## Intermediate

**Metal Working MB1 (HA – MW 1&2)**  
Monday and Wednesday 9am-12pm

**Metal Working MB2 (HA-TR 1&2)**  
Tuesday and Thursday 9am-12pm

**New 2016!** Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

**Prerequisites:** Must be at least 13 years old

**Additional Cost:** TBD

**Location** Gerber Scout Reservation

**Maximum Participants:** 18

**Notes:** Must wear long pants and long sleeves, cotton preferred. **Absolutely no nylon.** Close toed shoes required.

# Adult Programs

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In addition to our regular camp programs, Owasippe provides some special opportunities for adults. These are in the form of a number of trainings and fun extra programs.

## Training Programs

### Youth Protection Training

**Youth Protection Training**  
Monday 9:30am – 10:30am

Youth protection training is required for all adult campers at Owasippe Scout Reservation. This important training will instruct you on the signs of child abuse and neglect and the Boy Scout policy on its prevention.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Ad Center Snack Bar  
**Maximum Participants:** N/A

**Notes:** This is mandatory for any adult who has not shown proof of completing Youth Protection training at check-in.

### Troop Committee Challenge

**Troop Committee Challenge**  
Monday through Thursday, 4pm to 5pm

Troop Committee Challenge is the basic training for committee members of a Boy Scout troop. This course teaches basic Troop operations, methods of the Scouting program, and ways to implement the Scouting program in your community.

**Prerequisites:** None  
**Additional Cost:** \$5  
**Location:** Ad Center Snack Bar  
**Maximum Participants:** N/A

**Notes:** Must attend all four sessions to complete training.

## Scoutmaster/Assistant Scoutmaster Specific Training

### Scoutmaster/Assistant Scoutmaster Specific Training

Monday through Thursday, 2pm to 4pm

Scoutmaster/Assistant Scoutmaster training is the first step to becoming trained as a Boy Scout Leader. This course will teach you the aims and methods of Scouting, basic teaching techniques, and ways to relate to Scouts.

**Prerequisites:** None

**Additional Cost:** \$5

**Location:** Ad Center Snack Bar

**Maximum Participants:** N/A

**Notes:** This course can be taken in conjunction with Introduction to Outdoor Leader Skills. Must attend all four sessions to complete training.

## Introduction to Outdoor Leader Skills

### Introduction to Outdoor Leader Skills

Monday, 7pm – 9pm, Tuesday 9am – 12pm, Tuesday 7pm – 9am, Wednesday, 9am – 12pm, Wednesday, 7pm – 8:30 pm, Thursday 9am – 1 pm, and Thursday, 7pm – 9pm.

The last step in completing basic training for Boy Scout leaders, IOLS will teach you how to implement the Scouting program for youth in the outdoors. You will be able to practice the methods of Scouting while learning basic outdoor skills. These skills include knots and lashings, camp cooking, map and compass, wood tools, plant and animal identification, campfire program, and hiking and backpacking.

**Prerequisites:** Scoutmaster/Assistant Scoutmaster Specific Training

**Additional Cost:** \$35

**Location:** Wolverine Pathfinder Area

**Maximum Participants:** N/A

**Notes:** This course can be taken in conjunction with Scoutmaster/Assistant Scoutmaster Specific Training. Each time must be attended to complete the course.



## Climb On Safely

### Climb On Safely

By Appointment

Climb on safely is the Boy Scouts of America's recommended procedure for organizing BSA climbing/rappelling activities for your unit. Completion of Climb On Safely training does not qualify individuals to teach climbing or rappelling skills, rather the training serves as a guide on how to conduct safe climbing and rappelling activities for unit-level outings. By the end of this training you will have the knowledge to organize a climbing/rappelling activity for your unit.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Climbing Tower

**Maximum Participants:** N/A

**Notes:** Contact the High Adventure Director to make an appointment.

## Trek Safely

### Trek Safely

By Appointment

Trek Safely is the Boy Scouts of America's recommended procedure for organizing and carrying out outdoor treks that involve Boy Scouts, Varsity Scouts, and Venturers. Trek Safely applies to all types of outdoor experiences that involve trekking, including hiking, backpacking, canoeing, horseback riding, caving, rafting, kayaking, sailing, ski touring, mountain climbing, and mountain biking.

**Prerequisites:** None

**Additional Cost:** None

**Location:** Ad Center

**Maximum Participants:** N/A

**Notes:** Contact the High adventure director to make an appointment.

## Aquatics supervision: Safe swim defence and Safety afloat

**Safe Swim Defense**  
Monday, 2 – 3:00 pm

Learn what it takes to conduct a unit-level Aquatic activity, promote boating and boating safety and learn the standards for safe unit activity afloat.

**Prerequisites:** None  
**Additional Cost:** None  
**Location:** Aquatics  
**Maximum Participants:** N/A

**Notes:** Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card with them, and agree to use the eight defenses in this plan.

## Aquatics Supervision: Paddle Craft Safety

### Advanced

**Aquatics Supervision: Paddle Craft**  
Safety (WL – TR 3&4)  
Boating (WL – T 3&4) 2pm-5pm  
Study (WL – R 3&4) 2pm-5pm

Float trips are popular Boy Scout activities. *Safety Afloat* awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. *BSA Paddle Craft Safety* expands *Safety Afloat* training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to access their preparation to supervise paddle craft activities.

**Prerequisites:** Swimmer Classification, 16 years of age or older.  
**Additional Cost:** None  
**Location:** Aquatics  
**Maximum Participants:** N/A

**Notes:** This training is open to any registered adult leader, Scout, Venture, or Explorer. The course takes six hours and is valid for three years.

## Aquatics Supervision: Swimming and Water Rescue

## Advanced

**Aquatics Supervision: Swimming and Water Rescue (WL – MW 3&4)**  
Monday and Wednesday 2pm – 5pm

Training for *BSA Swimming & Water Rescue* provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by *Safe Swim Defense* training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards.

**Prerequisites:** Swimmer classification, 16 years of age or older, retrieve object from bottom of pool.

**Additional Cost:** None

**Location:** Aquatics

**Maximum Participants:** N/A

**Notes:** This training is open to any registered adult leader, Scout, Venturer, or Explorer. The course takes approximately six hours and is valid for three years.

## Adult High Adventure Programs

### Leader COPE

### Intermediate

**Leader COPE 1 (HA – M 5&6)**  
Monday, 7 – 9 pm  
**Leader COPE 2 (HA – W 5&6)**  
Wednesday, 7 – 9 pm

Attention all adult Leaders: Are you tired of watching the Scouts have **all** the fun? Do you wish you were a youth again just so you could try out that awesome High C.O.P.E. stuff? Do you yearn to show those kids a thing or two? If you're suffering from one or more of these symptoms, then you probably contracted a bad case of C.O.P.E.-itis. Luckily, we have the cure: Leader C.O.P.E.! Designed specifically for leaders who might fancy some fun of their own, Leader C.O.P.E. allows adult leaders to bypass the Low C.O.P.E. requirement and have a crack at the High C.O.P.E. course for themselves. Don't want to do the whole course? No problem! We guarantee that every Leader will have a chance to go down the zip line element! Additionally, all participants receive the Project C.O.P.E. t-shirt and patch (so you can brag to all of your friends back home, of course!).

**Prerequisites:** Participants must be 18 years of age or older.

**Additional Cost:** \$30

**Location:** COPE Course

**Maximum Participants:** 16

**Notes:** Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Gym shoes are preferred. Absolutely no sandals.



## Order of the Arrow Program at Camp

The Order of the Arrow has been an integral part of Owasippe summer camp program for over 95 years. This summer, Owasippe Lodge #7 will conduct a number of events every week, including Ordeal inductions, Brotherhood Ceremonies and an Ice Cream Social at each section Camp.

### Call-Out Ceremonies

Call-out ceremonies will be conducted each week during the Opening Camp Fire on Sunday evening. Only those candidates whose name appears on the official Owasippe Lodge candidate list or on the official unit's copy of the Unit's Election Report will be called out. No exceptions to this rule can be made. Units should verify election results prior to camp and notify the Section Camp OA Coordinator on Sunday's leader meeting of the Scouts to be called. All Order of the Arrow elections must be conducted at least two weeks prior to coming to camp. Candidates from out of council troops attending camp will not be called out unless prior written permission, including the unit number and names of the candidates, is obtained from their home council or lodge. Please bring a copy of this letter with you to camp and turn it in at the Sunday leader's meeting. The Ordeal Induction itself must be done through your local lodge.

### Ice Cream Social

All Arrowmen (any Lodge), as well as newly called out Ordeal candidates, are welcome and encouraged to attend the Ice Cream Social. The focus of the social is to promote brotherhood, so come on down and get ready to have a good time. Additionally, eligible Ordeal members may be screened for the Brotherhood at this event. See the evening program section of this manual for more information on time and location.

### Registration

Registration for OA Induction Events must be done on the Owasippe Lodge 2016 Summer Inductions Registration form. Induction fees must be paid prior to induction to the lodge. Unit leaders are responsible for notifying the section camp OA coordinator with a list of Scouts who will complete their Ordeal or Brotherhood at camp by the Wednesday afternoon leaders meeting. Alternatively, a unit may mail pre-registration to the council

office or sign up online using the online program sign up process at least two weeks prior to arriving at camp.

### **Ordeal Inductions**

Thursday, 8:30 pm – Friday, 7 pm

Ordeal Inductions will take place each week beginning on Thursday evening, continuing through the day on Friday, and culminating in the candidates first OA Banquet early Friday evening. You must complete the summer induction registration form prior to participating.

**Prerequisites:** Duly elected by your troop in Owasippe Lodge. Member of the Pathway to Adventure Council.

**Additional Cost:** \$25

**Location:** Camp Wolverine South Lodge

**Notes:** Each candidate should bring with them: a ground cloth or tarp, sleeping bag, work clothes, poncho or rain gear, complete Scout uniform, toiletries and any needed medications. Candidates will **not** be able to return to their camp site before the Ordeal and Ceremonies are completed and will need to transfer their meals.

### **Brotherhood Induction**

Friday, 3 – 7 pm

Those Ordeal members wishing to seal their membership in the order will have an opportunity to do so at the Brotherhood Ceremonies taking place each Friday afternoon. An Ordeal member must have completed 10 months of service to his unit since the Ordeal and must meet the five challenges of Brotherhood membership. Interested candidates can be screened at the OA ice cream social on Monday if they have not already been screened at their local chapter. Contact the Reservation OA Coordinator or your Section Camp OA Coordinator for more information

**Prerequisites:** Ordeal member of the Owasippe Lodge in good standing with 10 months of service to his unit and has completed a Brotherhood screening.

**Additional Cost:** \$20

**Location:** Ad Center

**Notes:** The Brotherhood induction ends with the OA banquet. All participants must plan on transferring their meals.

## **Inductions Schedule**

|                 |                |                                                                 |
|-----------------|----------------|-----------------------------------------------------------------|
| <b>Thursday</b> | <b>8:30 PM</b> | <b>Ordeal Candidates at Handicraft Lodge in Camp Wolverine.</b> |
|                 | <b>9:00 PM</b> | <b>Pre-Ordeal Ceremony – OA Fire Bowl at Camp Wolverine</b>     |
| <b>Friday</b>   | <b>3:00 PM</b> | <b>Brotherhood Candidates Assemble – Ad Center</b>              |
|                 | <b>4:00 PM</b> | <b>Brotherhood Ceremony – OA Fire Bowl at Camp Wolverine</b>    |
|                 | <b>5:00 PM</b> | <b>Ordeal Ceremony – OA Fire Bowl at Camp Wolverine</b>         |
|                 | <b>6:00 PM</b> | <b>Ordeal Banquet – Snack Bar at the Ad Center</b>              |
|                 | <b>7:30 PM</b> | <b>Return to Camp Sites</b>                                     |

## **For Members of Order of the Arrow**

With such a heavy OA program each week, Arrowmen attending camp are encouraged to assist in one or more the following ways:

- Attend Thursday's Pre-Ordeal ceremony and Friday's Ordeal and Brotherhood ceremonies, and the OA Banquet.
- Serve as an Elangomat for the Ordeal
- Serve as a Nimat for the Brotherhood
- Assist in Bowl Preparation and fire building during the week
- Serve as a ceremonialist.

Please volunteer and encourage other OA members to help make the OA programs at camp a great success. Arrowmen who assist with summer induction activities will be eligible for a limited-edition reward. Members who attend the OA Banquet should plan on transferring their meals.

## **NOTE:**

The national Order of the Arrow does not allow lodges to induct members into the OA from other councils or lodges. As such, individuals not elected from units within Owasippe Lodge will not be allowed to participate in Ordeal or Brotherhood inductions.